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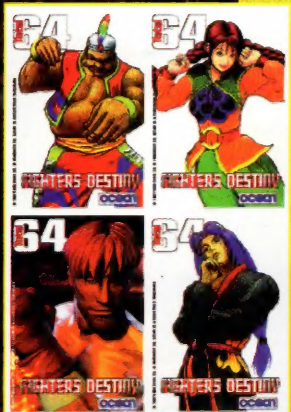
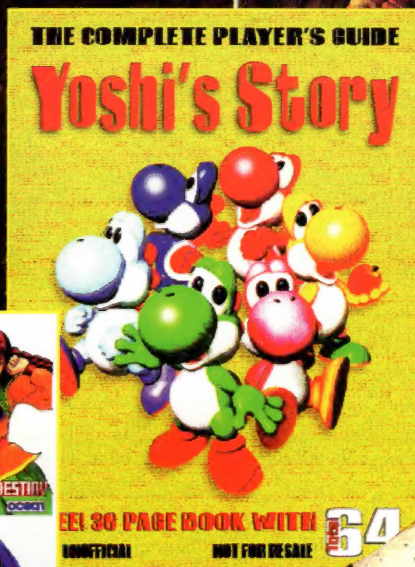
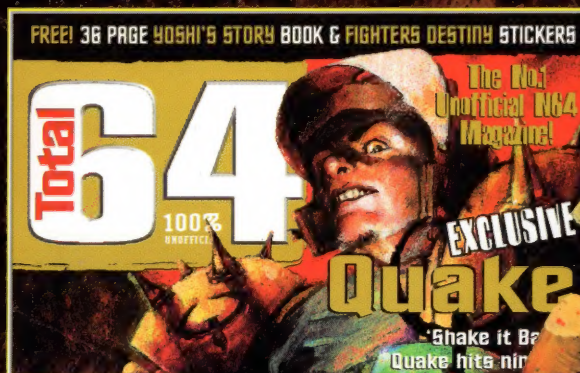
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64 GAME BUSTER

cont

Issue Two of the fastest growing N64 mag around and things are looking up for you N64 owners! We've got some great stuff for you this month, so dive right in!

6 Yoshi's Story

The lovable little dinosaur is back to prove that the 2D platformer is not dead! Help Yoshi and his pals to repair the damage done to their land, with a little bit of help from us!

22 WCW vs nWo

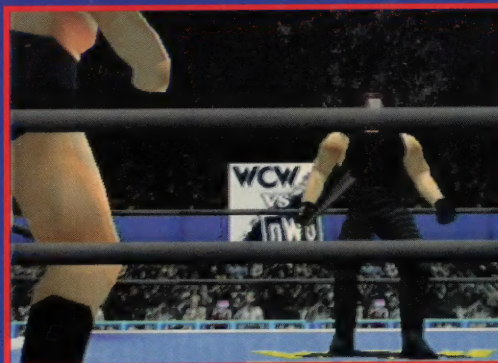
Ask yourself: do you want to be a 'face' or a 'green heel'? If you've got any idea what we're talking about, then you've probably got *WCW vs nWo*. If so, then here's all the moves!

38 Duke Nukem 64

The Duke comes back home from some alien busting action only to find they've invaded and stolen all the babes! What now, Duke? "It's time to kick ass and chew gum. And I'm all outta gum"

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The best beat-'em-up on the N64 is about to get a lot better with the 64 Game Buster complete moves listing!



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Never mind 'Football's coming home', it IS home with EA's excellent *FIFA* game. The only problem is, how to win the World Cup? Let 64 Game Buster coach you all the way to glory!

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76 Shadows of the Empire

Star Wars is just about the coolest thing in the galaxy...that was until *Shadows of the Empire* came along! Take the advice of a 900 year old Jedi, with our top guide!

84 Mario Kart

In part two of our *Mario Kart* guide we show you all the best shortcuts you're likely to find!

88 Cheat Zone

If the name of the game begins with a letter of the alphabet, then it's likely to be in here





Yoshi's S

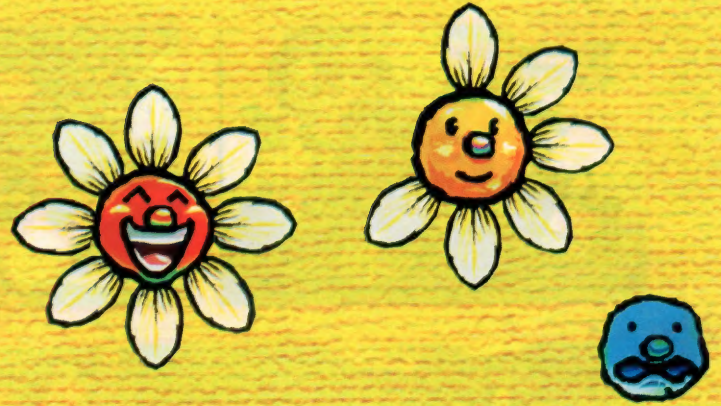
***Super Mario World* may have set the Nintendo 64 alight when it was first released, but the star of Nintendo's latest adventure will soon extinguish those flames! Yoshi is a real star – and those boffins at Nintendo of Japan have come up with a crackin' game for the little dinosaur to star in.**

Packed with weird and wonderful levels and split into six worlds, with bosses to sort out along the way, this is one game you're going to need a helping hand with.

That's where this guide comes in! Read on to find out the locations of special hearts and secret melon attacks, how to defeat the nasty beasts sent by Bowser – oh, and have a load of fun too!



tory



GENERAL TIPS

Pondering points

To open up the later levels of the game, you must first earn enough points on the current level. This is done in a number of ways...

Eating fruit

You must eat 30 fruits to complete a level – and of course you can do this without exploring much of the scenery. Being more selective about your fruit eating is wise as this will earn little Yoshi more points. Eating multiple fruits of the same kind will double, triple and quadruple your

scores. Before starting a game you will have also selected a lucky fruit on the roulette. Eat multiple versions of these and you're in for a high scoring time! Here's a breakdown...

Any of the fruits	1 point
Favourite fruit	3 points
Melon	3 points
Lucky fruit	8 points
Heart fruit	8 points

Killing baddies

The mean creatures running around the Yoshi's Story worlds come in all shapes and sizes. The main ones are the Shy Guys, who also come in a

whole multitude of colours. Again, the scoring you receive for killing these varies tremendously, depending on how you do away with them – killing multiple enemies with a single shot of an egg, for example, will multiply the scores.

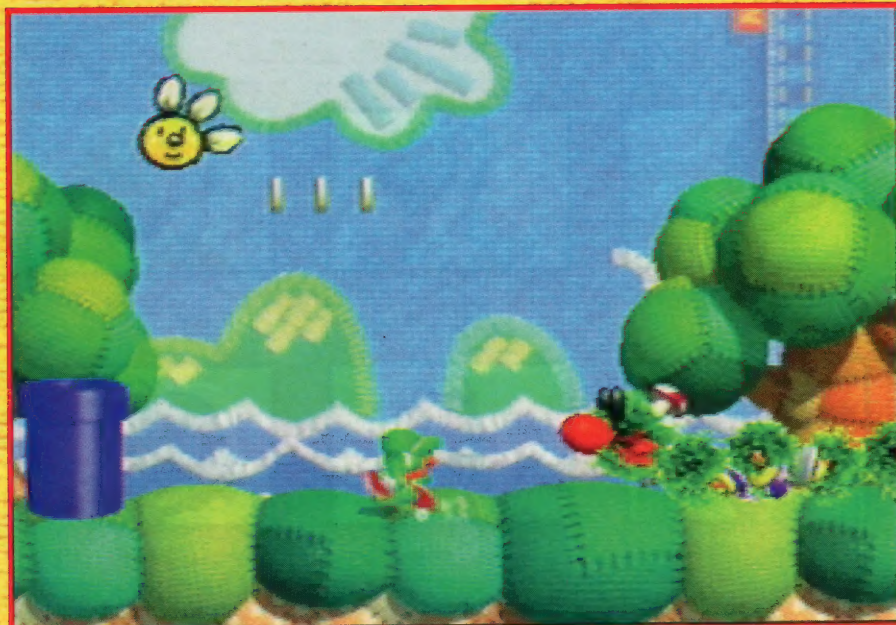
Eating any enemy	1 point
Killing any enemy	2 points
Eating an enemy in Yoshi's favourite colour	3 points
Killing an enemy in Yoshi's favourite colour	6 points

Collecting gold coins

More points can be earned if you pick up all the gold coins littered around each world. They are very often placed in out of reach areas, and occasionally appear in the shape of arrows that show you the way to secret places. Each coin Yoshi collects is worth one point – not much, but they soon add up.

Finding special hearts

There are three special hearts to be discovered in each level and finding one, then picking it up, will earn a massive 100 points. Of course, these high scoring items are also the key to unlocking the later levels so you should always make sure





you try your hardest to uncover all three. The level walkthroughs in this guide will help to point you in the right direction.

Chomping melons

On top of the scores you've earned by eating fruit, you get an extra bonus score if you're a fan of melons – for some reason there are the desired fruit of all the Yoshi's. Each melon earns 100 bonus points, so as you can imagine eating 30 melons will guarantee all the levels will be open in the next world.

Who's left?

The final deciding factor in Yoshi's scoring is the number of Yoshis you have left at the end of a level. Each one earns you 100 points, so losing a life will really make a difference to your end score.

A WALKTHROUGH World 1-1

Full of chunky trees and basic jumps, this level eases players into Yoshi's Story gently, giving a good introduction to all of the moves you will

need to master to complete the game. It's a side-scrolling level where Yoshi has single pathways to follow. These paths occasionally split, but you can always double back on yourself if you want to explore the second path.

Head right (obviously!) and use the egg block here to stock up on some ammunition. Shy Guys jump out of the trees, so a well aimed egg might just save your life! Jump on the Miss Warp to

save your position then take either pathway where the path splits. Yoshi will encounter his first elephant.

These big nosed beasts block the path with a halt sign – perform a Hip Drop next to them to topple them over (a Hip Drop is done by jumping into the air, then pressing Down on the joystick), then quickly dash back to where the path splits in two and run by on the other pathway.

Jump up from the top "!" ball to uncover a secret melon, then continue right and headbutt the "?" block to reveal a red flag. Touch this flag then run to the right to find another – the faster you run, the more melons will be left for you to eat up when you find the flag! Eat more than six and you get a special heart fruit that makes Yoshi invincible for a few seconds – and doing a Hip Drop when invincible also turns all Shy Guys into Yoshi's favourite fruit!

Through the pot, unleash Poochy by doing a Hip Drop on his stump twice – he will stop and bark for you when he finds secrets!

There's a special heart visible on the bottom pathway, another on the very top path where a

KNOW YOUR YOSHI'S

At the beginning of each game you will get the opportunity to select your favourite colour of Yoshi. Each one has their own favourite colours and fruits, so to earn yourself a high score you should only eat the fruit your Yoshi wants, and make sure you turn all the Shy Guys into your favourite colour before eating them! Here's the low down on each Yoshi...



PURPLE YOSHI

Favourite colour: Purple
Favourite fruit: Grapes



BLUE YOSHI

Favourite colour: Purple
Favourite fruit: Grapes



YELLOW YOSHI

Favourite colour: Yellow
Favourite fruit: Banana



RED YOSHI

Favourite colour: Red
Favourite fruit: Apple



PINK YOSHI

Favourite colour: Red
Favourite fruit: Apple



GREEN YOSHI

Favourite colour: Green
Favourite fruit: Melon



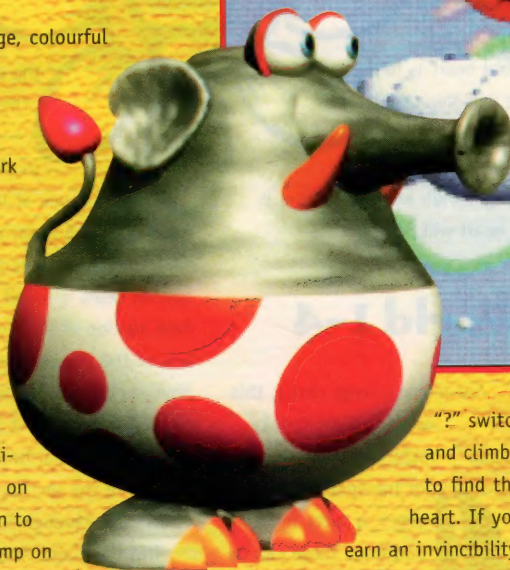
Hip Drop reveals a platform and the final one is found just beyond the second. A secret platform is revealed with a Hip Drop, then the special heart is revealed by firing an egg at the stone block.



World 1-2

This entire world is one large, colourful patchwork quilt! The trees, platforms and even the sea and sky in this level's background are all patchwork – it looks fantastic! This world also sees the return of the famous *Mario* pipes and some of them can be jumped through to reveal secret areas!

One strange creature that needs to be defeated in this world is a furry, multi-segmented caterpillar. Jump on each of the segments in turn to change their colour, then jump on the final one and he'll pop open and become a melon – yum! Avoid the spiders – Yoshi can't jump through their webs, so he must walk underneath when it's safe. When you reach a tree full of Shy Guys, go slightly to the right and pop the bubble containing the "?" ball. This reveals a



"?" switch. Press this and climb up the clouds to find the first special heart. If you manage to earn an invincibility power-up you can return to the trees full of Shy Guys and Hip Drop to make it rain Yoshi's favourite fruit!

Further into the level you'll find two stone blocks to smash with eggs. Pop the "?" bubble and jump into the pot to play a mini-game where Yoshi must carry crates full of melons to a waiting flag. Don't tip the crates too far one way or the other – you won't be able to recover if you need to jump over something.

The second special heart is found by standing on top of a yellow pipe near the spiders in the trees. Make Yoshi smell and he tells you there's something secret hidden nearby, so perform a

Hip Drop – the special heart is revealed! There are two kinds of inflatable "?" blocks in this world – one is pink and blows, allowing Yoshi to reach higher platforms and the other is white and is inflated by standing on the log on its head! When you've found the first white one, use it to reach the special heart above.

World 1-3

There's more patchwork platforms in this world – with a cool Caribbean music theme in the background. Watch out for Shy Guys walking with stilts – you need to knock their stilts away with a well placed egg to bring them right down to size before attacking them in the usual way. Don't forget that changing their





colour with a Hip Drop to your Yoshi's favourite before eating them will give more points.

Always use all the "!" balls you find – there are always secrets above to be gobbled. A few screens into this world one of the "!" balls will allow Yoshi to reach a "?" bubble.

Burst this to reveal a switch which activates clouds. Now climb up the clouds to reach a special heart – you must be quick though, as these clouds don't last forever!

Use the cloud ride to help you reach the higher platform next, throwing an egg at the switch to change the rails the clouds ride on – you'll then get another mini-game with more melons to be won! After activating the

third Miss Warp you'll come to a bumper whizzing around on a rail, surrounded by melons on the ends of ropes – shoot the "?" bubble in the centre to reveal special heart number two. If you're playing an all-melon game then there are plenty to be picked up around this area of the world.

The final special heart is found at the end of the complex clouds and bumpers section – ride the cloud to the end of the rail, flicking the switch as you go, then jump off before it disappears – the heart will be yours!



lead you to secret places, where you can reveal more melons for collection later.

When Yoshi reaches the top, an umbrella will be there waiting, use this brolly to float down the other side – avoiding the Bullet Bobs that are fired out of the cannons. Go through the door when you finally reach the bottom.

Again, the "!" balls lead to many secret areas. Follow them up one of the shafts in the castle by hooking on to them with Yoshi's tongue – the first special heart is the reward. The second special heart is found among the clouds in the next section of the world. First make Yoshi eat one of the flowers and he'll change into an egg. Now you can aim the egg in a north-east, diagonal direction and snap it into the air like an elastic band. The special heart is sitting on a cloud at the top of the section – all you have to do is fire Yoshi's egg through it to pick it up.

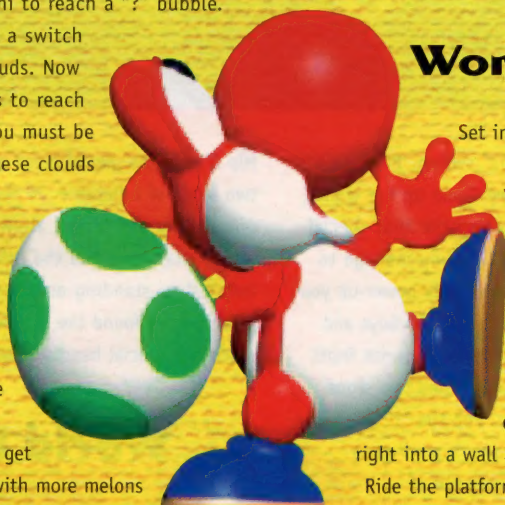
The third and final special heart is found in the next section, where the clouds blow air upwards and Yoshi can float on their air current. The heart is to the left of this area – simply fly up into the air and slowly move Yoshi to the left. Make sure he's continually caught in the air current to push him up and up and the heart can easily be grabbed.

World 1-4

Set inside a large castle, this world is a bit spooky.

Yoshi has a new mode of transport to master too – a nifty flying platform. These can be used to reach the most out of reach places – just remember to jump off before they bump right into a wall and pop!

Ride the platforms right up to the top, following the arrows. Some of the arrows





World 2-1

The second world of *Yoshi's Story* kicks off in an underground cave. Walk down to the right and gobble all the mini-Venus fly traps to create some ammunition – you're going to need it! Just on ahead is the first of many skeletal dragons. These breathe fire, but can be killed with two hits to the head. Use well-aimed eggs to get past these.

Trigger the Miss Warp in the dip before jumping up. Jump the gaps and avoid the spiked balls falling from the sky till you reach Poochy. Again, he's barking and wagging his tail – perform a Hip Drop to reveal the first special heart. Jump up the blocks and kill off the second rather nasty skeletal dragon. Continue right next, stocking up on eggs if you need to, until you trigger the next Miss Warp. Now jump onto the floating platform and take out the blue blocks with eggs. This

gives you access to the dragon beyond – use the eggs again to kill it, returning to stock up if you run out.

Watch out for Latiku on his cloud – he drops rocks onto Yoshi that cause serious damage! Use an egg to knock him off his cloud, then jump on it, making sure you have a full arsenal of eggs, and take Yoshi up to find a pot. Inside are three more dragons, that leave lots of melons behind when you kill them! Watch out for the strange potato-like creatures, as you run to the pot to exit this section.

Follow the arrows down and left to stock up on eggs, then go right, blasting the blocks. Blast the blocks below next, to find a

white Shy Guy. Continue down and right to find a "?" ball. Smash this and jump on the switch that appears to reveal the second special heart – be quick picking this up as it doesn't last long.

Follow the arrows back up again and then retrace your steps to the blocks. Now continue right, over the platforms and up to the top-right. As Yoshi falls, push left to enter the cave, then trigger the Miss Warp and head into the pot to play another mini-game.

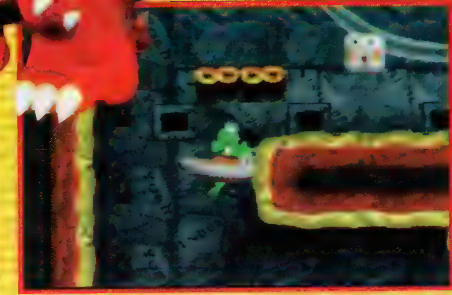
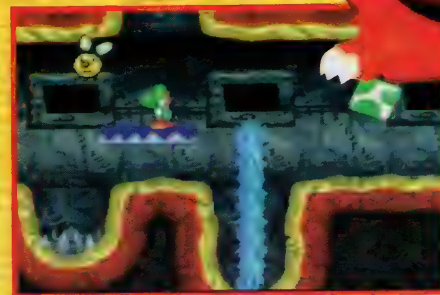
After the game, head left past the flowers and up to find a large "?" block. Smash this block and enter the pot. Now kill off the three nasty skeletal dragons for the third and final special heart.

World 2-2

WARNING! Always keep Yoshis away from fire! This world is one massive lava pool, with the skeletons of long dead dinosaurs as bridges and fiery enemies that pop up from the lava. Slowly make your way right, taking care when you see ripples appear in the lava – something is about to pop up! Every so often a large lava beast will surface; just wait for him to drop back down, then continue.

The first special heart is just before the first Miss Warp. Stand on the bone that's above it and let the bone slowly drop into the lava. When you have picked up the heart, jump off and continue on through the pot and on into the next section.

Yoshi will now have to walk on a ball to get across the lava. It rolls along both ways, so just slowly walk Yoshi on the top – it's





difficult to fall off as long as you keep Yoshi moving. Go on past the third Miss Warp and you'll find another special heart behind a lava beast. Drop down and strain to keep Yoshi in the air for this one.

After crossing the large stretch of lava, go up through the blue pipe for a melons mini-game and a white Shy Guy hidden in a "?" ball. Now when you return to the main level, you will see the third special heart is waiting there for you!

World 2-3

The long, newspaper-covered corridors of this world hold all kinds of surprises for Yoshi – watch out for the water monster that lurks in the pools.

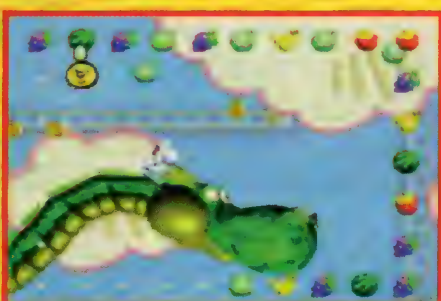
When Yoshi has dropped down from the start, head right. The gloopy water curls around our hero as he wades through – if he does a Hip Drop on the water he drops even lower. You'll need to use this trick to get past some spikes later on.



Follow the pathway down and then at the intersection go up and right – you'll see your first special heart below. To get to it go back to the left and down, push the "?" block to the right, then jump from the top to reach the heart. Exit and drop down the shaft to the right – keep left and make Yoshi strain to enter the tunnel. Now follow the arrows down until you reach a hole in the wall. Go through, then left until you find Poochy. Hip Drop near him and platforms appear – use these to climb up, then blast the blocks away for a second special heart.

Jump up and avoid the Boo ghosts as you head right again, jumping over the gap. Blast your way through to the fourth Miss Warp and carry on up. Watch out for the spiky blue creature that rolls down as Yoshi climbs!

Head left again now and on past more ghosts, until you reach a shaft going down. Head down to a platform with a block to the left – blast this and go through the gap for lots of melons. Go on down the shaft – note the "?" block to the left – and head down the next long shaft. There's another "?" block here – you must push one block onto the other to smash them open properly, revealing melons! Climb the set of platforms next to the "?" block



and push another "?" block to the right. Keep moving right until you reach another hole in the wall – this takes you back to the first. Now head right again, on through the blue water, until you reach a pot on a cliff.

Go through to be confronted by a large, pink, slimy creature moving around a cave. Stock up on eggs and aim for the creature's nose! Hit him three times and the third special heart is yours!

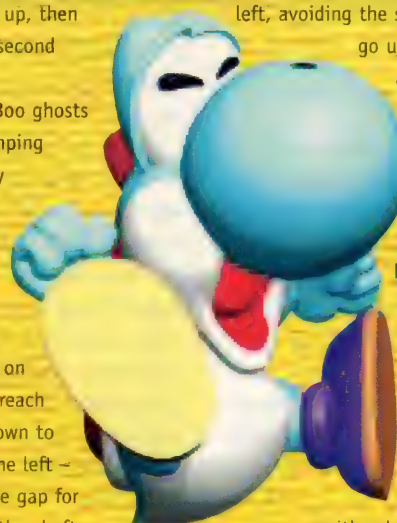
World 2-4

More newspaper covered walls in this world – this time with streams of water cascading down the passageways. This water can sweep Yoshi off his feet, so avoid it if you can. Go to the right and up the blue platforms, then to the right again. Use the flying platforms to go up and left, avoiding the spikes. Now use another to

go up and right – you will find a special heart floating in a passageway. The ghostly forms that appear in this world can be used to help Yoshi reach higher places. Go on up again and head to the right to exit this section.

Use the ghostly forms to exit the pit Yoshi finds himself in, then go up on the platforms, left and up again, avoiding the spikes. Jump over to the platform with a hole in the wall and use it.

Go all the way through this section to another hole in the wall. Now drop down the slope and fire at the two "?" balls to make them into solid "!" balls! You can use these to reach another special heart now.





Exit through the hole below now and follow the arrows down and right. Keep walking through the level until you reach a large open space, full of scary ghostly forms shooting off in all directions. Climb up these to a small platform below the final special heart.



World 3-1

It's patchwork quilt time again now with a cool fabric sky above and lots of platforms. Yoshi's new friends here are long stripy poles with heads – these move when stood on, and then change direction when Yoshi jumps. Ride the first one to the right, picking up fruit and coins. Then ride the next pole up and to the left. Carry on going as far left as possible, then make your way up to the top. High in the clouds is a "?" ball – pop it to reveal a special heart.



Use the Miss Warp to save your position and then ride another pole right. Drop down and then use the pot. For mega-fruit here fire eggs at the marauding Shy Guys – or Hip Drop on one of the clouds to reveal a heart fruit, then Hip Drop with a screen full of Shy Guys to make it rain Yoshi's favourite fruit! When you've had enough, exit and use the second Miss Warp. Go up through the red

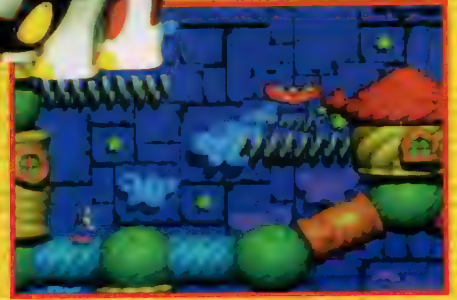
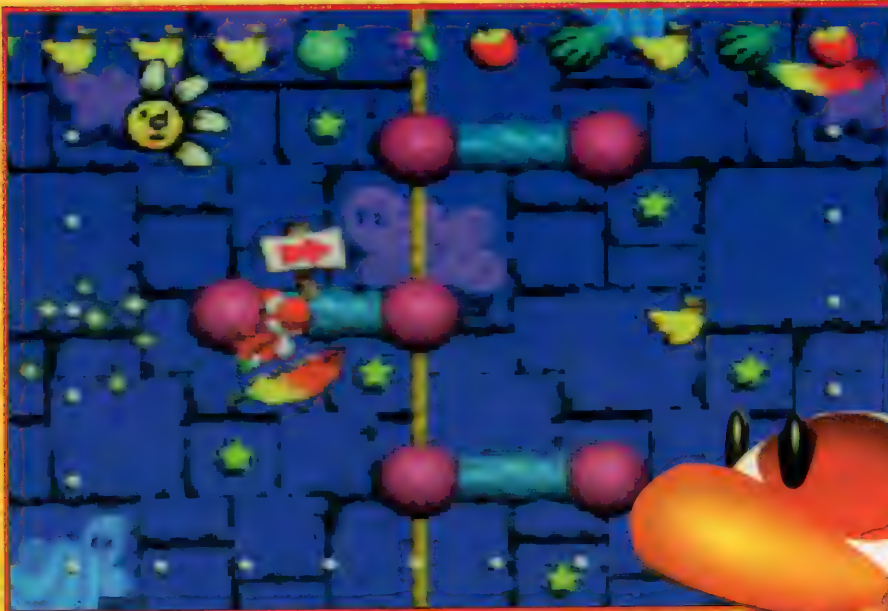
pipe if you need more energy, then drop down onto the large green dragon. You can't control this ride, so instead just eat all the fruit you want. When you see a "!" switch floating from the sky, fire an egg at it then jump onto the clouds that appear. Use these to reach a pot. Use the Miss Warp, then find the next "!" switch. Jump up the clouds as fast as you can, then fire at more "!" switches to keep the clouds going. Eventually you will reach another special heart. Now ride the dragon again to another pot – this goes right back to the start.

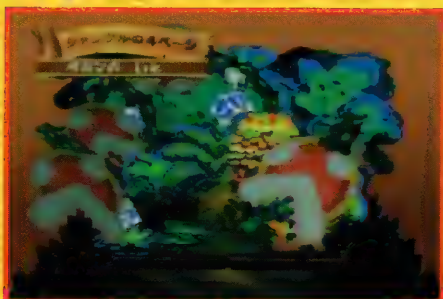
When you've found all your fruit on this level you will have to face a giant cloud boss! He looks tough to beat, but he's really a push over – simply lick him to death! Use Yoshi's tongue to reduce him in size until he disappears completely.

World 3-2

Cool! There's a new kind of level to play in world three – this one is all springy. You can bounce

Yoshi around the level by standing on the end of one of the springs and jumping when the spring is going up. Jump up the level, straining to reach some of the top platforms and Yoshi will find his first special heart. Jump

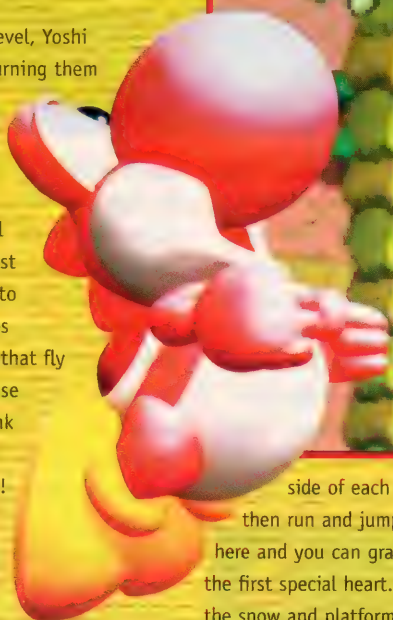




on up the level to find a feather for Yoshi to ride on – these feathers go up and down, so you should try to follow the lines of coins to get maximum point scoring! Keep on following the feathers and you will soon come to the second special heart, found slap bang in the centre of a wide open area.

Carrying on through the level, Yoshi must balance on baseballs, turning them in the direction he wants to go, while avoiding the odd creatures that run around them with him.

Reach the end of the level and it's time to meet the ghost boss. This mean guy appears to challenge Yoshi, then becomes invisible. Slurp up the chicks that fly through the arena and then use them to throw where you think the ghost might be. Hit him three times and he's defeated!



side of each pipe to make it rise, and then run and jump up. Jump high enough here and you can grab on to a "!" ball to reach the first special heart. Now continue right, over the snow and platforms and to another set of the pipes. You'll come to a set of nine blocks above – just shoot them all out to reveal the second special heart.

Into the next section: cross over the pipes and enter the pot on the top pathway. Continue right again until you reach a red pipe you can

go down – inside here is a "?" ball with a large egg inside. Exit and go right again, taking the top pot once more. Now continue right and take the bottom pot near Poochy. Watch out for the seagulls dropping bombs on you and again go into the pot near Poochy. The large collection of blocks ahead contains Shy Guys, so don't fire any eggs. Continue right and take another pot – keep taking the pots near Poochy until you reach an area with a staircase of pipes going up and coins making up big arrows shapes.

World 3-3

It's snowing in this world, and Shy Guys run along in the background throwing snowballs at Yoshi. Head right, over the metal pipes. If you can manage to carry all the melon crates over the platforms without dropping any – well done! Jump onto the next set of pipes, standing on one





There's a special heart above here, so use the seagulls as stepping stones to reach it.

The big boss here is a giant glow worm – he'll blow fire straight at poor Yoshi, while big spiked balls cascade down from above. Again, simply hit him in the eyes three times to finish him off completely.



Avoid the odd snakes that run all around the pathway here and jump up to find the penguins. Further on beyond these you'll find some blocks covering a hole with a "?" ball inside. Shoot this for a special heart, then eat some of the ducks wearing pants – these become pretty cool homing missiles! Continue right, over the blue blocks and on past a snake. The second snake you come to has a "?" ball above

him – fire at this for the final special heart.

When all your fruit is collected you'll meet the boss – a large green beast with warts! Pots, pans and kettles will

all fall from the sky as you battle with him – these can be eaten to make eggs. All you need do is throw three eggs at his lips (yes, you read that correctly!) and he'll be finished!

throwing spiked balls – these will easily damage Yoshi. First head left and up. Use the flower to make Yoshi into a large egg, then flick him up and to the left to find a special heart.

You can walk off from either side of this main section into some smaller rooms, where fruit is ready for the picking. Head down to the bottom of the main area and smash the blocks to access the green pipe. Carry on through the building collecting fruit.

There are bees that halt you in here, sneak around these by jump high over their hives. When you've had your fill, exit right and jump up the platforms and through the green pipe to find the second special heart.

Back in the main area, the third special heart is on the right-hand side. Use a flower in the bottom-right to send Yoshi flying through the air. Stop him near the heart then make him strain



World 3-4

It's a winter wonderland in this next world, with snow capped trees and lots of icy goings-on. After stocking up on eggs, run over to the right and jump into the centre of the wooden circle. Yoshi must run to make this roll, jumping the gaps when they come around and firing at the "?" balls – the second one contains a special heart!

Next comes a collection of metal platforms that pivot in the centre. Latiku comes along in his cloud here dropping bombs – knock him out then jump from one platform to the other to make it to the other side. Don't stay on any of them for too long or Yoshi will drop off the end! More wooden circles follow, but this time it's a race against the clock to reach the red flag – make it in time to get melons!



World 4-1

The jungle is dense and dangerous in this world, and Yoshi finds himself in a large bamboo maze of platforms. Watch out for the odd green creatures





to reach it – three hearts down, now all you need do is gobble that fruit!

World 4-2

You've got a mixture of styles in this level – the top part is made up of inflatable platforms and the bottom is filled with water. This means you're going to have both land and water based creatures to contend with! The main problems here are all the giant fish that roam up and down the level, jumping out of the water in an attempt to swallow Yoshi up.



You must avoid these at all costs – being swallowed means the loss of a life. The blue fish can swallow Yoshi too – but their main purpose is to spurt water in the air to annoy our little hero.

The first special heart is found by firing at the first “?” ball you come to along the platforms, just before the first Miss Warp. You'll find many fruits and coins hidden down in the water – and many of the melons can only be collected if Yoshi takes a dip. Watch out for the falling spiked plants if you do have to dive in.

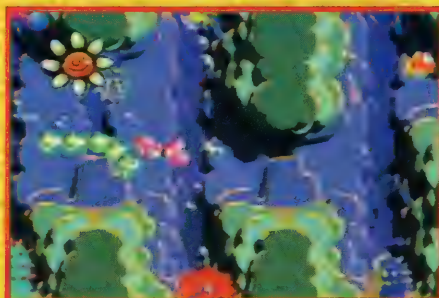
Halfway through the first section, Yoshi must enter the water. Cruise along the bottom of the sea and you'll find a special heart just sitting there waiting to be picked up! There are lots of “?” blocks littered about on this level too – you must

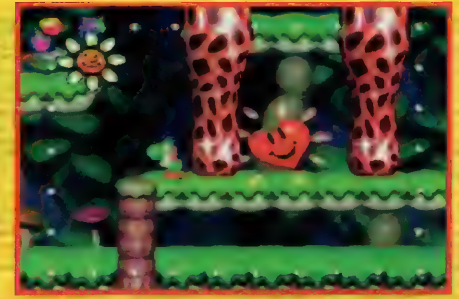
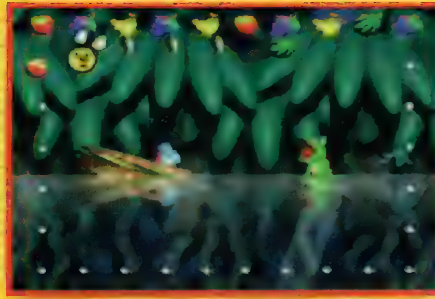
then bring two of these blocks together – either by simply sliding them along, or pushing one of them off a cliff – to make two more melons appear.

The final special heart can be found sitting on a platform at the top of the level, near the fourth Miss Warp. No frills – all you need to do is walk Yoshi into it!

World 4-3

This world is basically all about *Mario's* favourite plant – the Venus fly trap. They're there in the background, great giant ones prowl around to eat Yoshi and mini ones fly about. If one of these flying plants eats your Yoshi, it will spit him back out in miniature form! This doesn't kill Yoshi, it only takes away his eggs – so try it out, it's cool!





Jump up the platforms and onto the cloud to trigger the first Miss Warp and get some egg ammo – all the plants you find around here can be killed with a single egg shot. Continue right now, killing the plants as you go and jumping over the platforms. It's best to clear the entire section of plants by doubling back to pick up more ammo each time you run out.

Leap from platform to platform in the next section, taking out plants as you go. After passing a couple of blue platforms, stop to sniff on top of a dirt column – there are secret platforms that appear when Yoshi does a Hip Drop. These lead to a special heart in the clouds. Now leap up the level progressing onto the red platforms. Do be particularly aware of the flying plants now – they can drop you off anywhere, and there's nothing to break Yoshi's fall around here. When you reach the top, pop the "?" ball for a special heart, then jump left and follow the line of coins down to find a pot. Go right and roll the ball along the spikes and jump at the end to find another pot – this one leads to a melon crate game. Head right when you return to the main level and you'll find a special heart near a plant. Stop the ball Yoshi's riding on to take out the plant before attempting to get the heart.



it, then grab the heart. Follow the arrows down, deflating creatures to get through, until you reach a pot.

On the other side is a race against time to reach a red flag – follow the pattern of coins through the water, eating eels and fish to get there quickly. On through the next pot, head

down and to the left, being careful not to fall off the bottom of the screen to find the second special heart. Now go right through the section and walk off the screen.

This new area has frogs bouncing around and a log ride. The best way to avoid danger with the frogs is to eat them! Ride the log straight under the first section of spiky plants, then jump out to the right. You'll see a "?" ball floating above more plants – fire at this to reveal the third special heart.



World 4-4

Everything is inflatable in this world – down to the platforms under Yoshi's feet! Go through the pot to start, then head right. There's no need to be afraid of the multi-coloured inflatable creatures – they won't harm Yoshi, they only serve to get in his way. The first special heart is sandwiched between two creatures – simply Hip Drop on one to deflate





World 5-1

The first thing to do here is eat the Shy Guy that strolls up to Yoshi, then fire the egg at the floating “?” ball. This reveals a Miss Warp to trigger. Go down the pipe and Yoshi will be in an underwater wonderland! There are two types of jellyfish here – the blue and red ones.

Both can sting Yoshi but the blue ones only go up and down, the red ones home in on our hero. Follow the passageways down past the jelly-fish to find your first special heart.

There’s another special heart just beyond the first, but you can’t get to it from here – swim on to the right and trace the wall around until you

can grab it! There are two kinds of fish swimming around this world – spiky and tiny. You can’t kill the spiky ones, but you can gobble up all the tiny ones you wish! Head on through the water and up towards the surface – you will find a red pipe to go through to save your position and stock up on flower energy, then continue your swim to the right and down to find another red pipe.

This short section has a bizarre white and green sea creature, that circles around Yoshi all the time – make sure Yoshi is in the centre of the circle the creature creates to avoid injury, then bolt for the exit when you can escape. The next area has mini-submarines that fire missiles so avoid these. Stick to the bottom of the sea and go down the passageway and back to the left. Avoid another mini-sub and grab the final special heart!

World 5-2

More underwater capers for Yoshi. Eat all the eels and tiny fish you



can to get them out of the way, and watch out for the rushes of air from the clams that open and close. Go through the green pipe to save your position, then Hip Drop near the wall to make some platforms. Climb over to push two “?” blocks together and earn secret melons!

Go on past the giant octopus. The yellow pipe on the sea bed leads over to an area where fish come fishing by with melons – eat the fish and scoff all the melons if you’re a high score freak. If you polish off all the fish you will get a special heart! Now head off to the top of the sea to find a red pipe – where you can save your position and sneak past the bees to earn lots of gold coins.

Back in the water, go right and then down, following the wall to find the second special heart of this world. Go down the nearby green pipe to save again, and Hip Drop near the sign to reveal a switch, which in turn reveals melons! Continue right, on through a cave with a single giant octopus, to find the blue pipe. There’s a melon crate balancing game here that’s trickier than the others – use the R button to sneak past the bees when you’re carrying the crates. Fire at the “?” ball to get another special heart.

World 5-3

It’s back to the good old background we started out the adventure with. The first enemy Yoshi has to deal with here is Latiku again. He drops bombs from his cloud, so knock him out of it,





then use it to fly up and trigger the first Miss Warp, which is in a cloud. Drop to the ground and run to the right, hopping over the poles carried by the pairs of Shy Guys. When Latiku appears for a second time, knock him off his cloud again, then use it to reach a green pipe at the top of the sky!

The other side of the pipe is a new kind of melon game – go left to hit the “?” block to start the game, then use the cloud that blows air to get Yoshi high into the sky. Drift right, straining to keep Yoshi in the air. The further you can go, the more melons you get! Go right again once you’re back in the main level and continue over more poles until you see a “!” switch floating down from above – shoot this and a special heart appears.

Watch out for the nasty raindrops from above in the next section. You wouldn’t think water would harm Yoshi but it knocks three petals off his life flower! Keep running right, and jump up above the next set of rain clouds—another special heart is waiting for you.

World 5-4

It’s back to the patchwork style in this world – but keep a close



eye on the backgrounds! There are Shy Guys in a pirate ship and they’re firing bombs! Keep moving right, using the Miss Warps along the way. When you reach an area full of blocks be careful – the

bombs will blast these away, sending Yoshi falling. To conquer the Shy Guys on stilts, jump on their heads to knock the stilts away, then either eat them or jump on them again.

Continuing right, ride the seagulls to the end and then avoid the Bullet Bobs as you cross over the pipes. You’ll eventually reach a blue pipe you can go down.

Race the clock to the top here, pulling Yoshi up with his

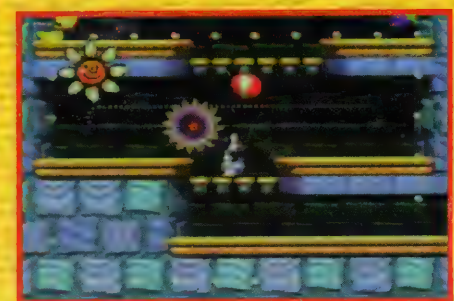
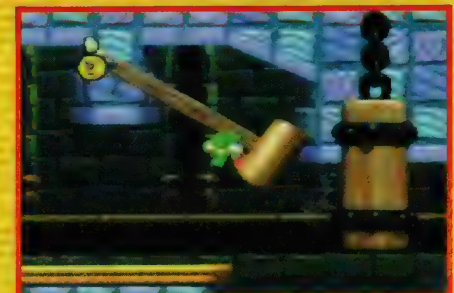
tongue. The prize is a crate of melons!

Next you’ll come to a section with very small clouds lining the base of the level. The seagulls continue to pester you by flying over-head and additionally, the bombs can now fire diagonally to knock poor Yoshi off balance. Ride a seagull right and you will reach a special heart inside blue blocks – blast them away to grab it. Now ride the seagulls to the next platform where Shy Guys are hiding in the trees.

The final stretch is a seagull-filled sky, with bombs blasting left, right, and centre. Grab all the fruit you need to exit – quickly!

World 6-1

Set inside a giant castle – with scary music to accompany the action – this world is as tough as





it gets! Yoshi's first task is to jump onto the wooden handle and rock it backwards and forwards. This raises the drawbridge. When it's up high, quickly jump off and underneath it.

In the corridors coming up, keep a watchful eye out for the blades that pop up from the top and bottom – these are what will take your life if you don't watch out!

In the first open space, jump up to the left and grab onto the "!" ball with Yoshi's tongue. Go left down the corridor to find the first special heart guarded by a blade. Continue right to the first cog – these turn left and right as Yoshi runs on them. Cross over the first one to a platform, then the next two. Watch out for the blade, and go up then to the left. Climb the platforms here to find a



"?" ball. Smash this and a switch appears. Jump on the switch and head right to find another, then another.

Eventually you will see some "!" balls – climb these to enter a secret area with a pot and then go inside. Activate the Miss Warp and watch out for the black Shy Guys dropping large weights – these are deadly. The best way to stop them is to eat them!

Pick up all your fruit and you'll then be whisked off to meet Bowser in his lair.

There's a tree to the right of the area loaded with fruit and heart power-ups, so make frequent journeys to this to stock up.

Bowser will growl and spit, then take to flying across the arena on a ghostly figure. Bombs drop from the ceiling – these are your way out of here! Grab a bomb, then toss it into the air so that it lands right on



Bowser. When he's been hit three times he will come down to the ground to breathe fire. Hit him another three times and he gives up the fight! Congratulations, you've completed *Yoshi's Story*!

World 6-2

Bowser's castle is a nasty place to be, and this level is one of the toughest in the entire game. Shy Guys roam around with giant spiky balls hanging beneath them. They will drop these on Yoshi's head if he walks underneath, so avoid these by running past.

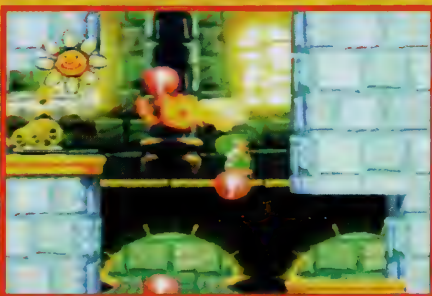
Head right and up the pipe first to save your position, then go left and through the buzz saws by ducking when they are near. Go right, and enter the timber door. Throw an egg through the bumpers here to hit the bat – this will give you a key. You can now exit this area and continue right, through the yellow pipe.

Yoshi will arrive at the top of an area with bumpers everywhere. Float down and left using the umbrella. Keep tight to the left and you will find a special heart – float down eating fruit and you will be back at the first Miss Warp. Go through the red pipe and use the key.

More Shy Guys with large spiked balls prey on Yoshi here – fire eggs at them to kill them off and don't eat them, as they're poisonous! Through the door are two more bumpers – look above them for another special heart.

World 6-3

More scary castle to get through! This time the ghosts all have false ears and blindfolds! First head right again avoiding all of the ghosts and jumping the gaps. The first pipe that you come to has a key inside it – you'll get this later.





Through the door you'll come to an area with a "?" ball. Burst this to reveal a switch to press. Now jump up, following the trail of "?" balls and pressing more switches until Yoshi comes to a special heart to collect.

Go through the door in the top-left of the main area and use the floating ghosts to go up and left. Ghosts here will become solid blocks if you turn your back to them. Use the floating ghosts to go right here, then jump up to find a special heart and switch. Press the switch and then use the platforms to go left and up.

Now continue to the right. The "?" ball here, the other side of a wall where you picked up the special heart, is a key! Use the door to return to the cave on the other side of the green pipe near the first Miss Warp. Use the key in the top-right door in the main area. Clear this area of fruit and ammo, you will eventually come back up through the red pipe

into the main room. Take the yellow pipe to arrive above the key – it's the one that you saw down the very first pipe, and you can now collect it. Return to the main room and use the key.

When you've eaten all the fruit you need in this level you will face the dreaded Bowser again. Use the same tactics as in World 6-1 and you won't go far wrong.

World 6-4

Starting out above a fiery pool, use the door to save your position. Now go right and take a ride on the back of a red and green dragon. This beast dips down into the lava and then comes back out again. Yoshi will have to jump when

he goes down or lose a life! At the end continue into the next section and jump along the platforms to the right avoiding the lava flow dripping out of all the pipes here.

Stock up well on eggs here, then continue up and right. Blast through the blocks to reveal another special heart to collect.

The lava flow is definitely Yoshi's worst enemy on this level. It follows the platforms down from wherever it is dropped, taking Yoshi with it if he's in the way. Always stay alert and make sure you know where the lava is coming from.

It's usually placed exactly where you need to be for picking up ammo or energy.

When you've managed to eat enough fruit you will meet Bowser just once more. This new battle is exactly the same as the others in world six – you'll soon have him on the ropes and be watching the end sequence!





WCW

WCW
WORLD TOUR

vs

nWo

The Player's Guide

Yeah, he's looking at you kid! Sting and the rest of the World Championship Wrestling bwoys are all fired up and out for your blood! The only way to make your house pop with heat and your finishes pump with spots, is to read 64 GAME BUSTER's comprehensive guide and moves listing to the best wrestling game around. Don't blow up!





WCW vs nWo



Lex Luger

Lex Luger is the hard man of wrestling. He has a metal plate inside his arm, so because of WCW rules and regulations, he must wear a leather sheath at all times. He's a nutter.

STANDARD BLOWS:

Chop - Tap B (close)
Knee Lift - Tap B (far)
Mid Punch - Up + B (close)
Mid Kick - Up + B (far)
Spinning Punch - B (hold)
Flying Kick - Up + B (hold)

GRAPPLING FROM THE FRONT:

Big Chop - Tap A + A
Big Elbow - Tap A + Up + A
Slam - Tap A + Up + A
Tackle - A + B
Tombstone - Tap A + Down + B
Power Smash - (hold) A + A
Power Lift - (hold) A + Up + A
Big Drop - (hold) A + Down + A
Clothesline - (hold) A + B
DDT - (hold) A + Up + B
Power Bomb - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Snaker - Tap A + A
Shoulder Breaker - Tap A + B
Giant Swing - (hold) A + A
Spine Snapper - (hold) A + B

ROPE THROWS:

High Throw - (hold) A + dc + Tap A
Arm Lock - (hold) A + dc + Up + Tap A
Power Lifter - (hold) A + dc + A (hold)
Luger Slam - (hold) A + dc + Up + A (hold)

MAT MOVES:

Arm Wrecker - Tap A (near head)
Knee Wrecker - Tap A (near legs)
Elbow Drop - Tap B

TURNBUCKLE MOVES:

Lack of Air - Tap A + A
Meat Twister - (hold) A + A
Diving Slam - (hold) A + Up + A

SPECIALS:

Crusher - (hold) A + analogue stick
The Rack - (hold) A + analogue stick (rear)



Sting

This is not the 'reggae' musician but a nasty, evil looking extra from The Crow. He knows no mercy and won't waste sympathy on his victims.

STANDARD BLOWS:

Big Forearm - Tap B (close)
Knee Lift - Tap B (far)
Big Smash - Up + Tap B (close)
Chest Kick - Up + Tap B (far)
Football Boot - (hold) B
The Stinger - Up + (hold) B

GRAPPLING FROM THE FRONT:

Axe Blow - Tap A + A
Dislocator - Tap A + Up + A
Big Slam - Tap A + Down + A
Headlock - Tap A + B
Power Lift - Tap A + Up + B
Side Splitter - (hold) A + A
Side Suplex - (hold) A + Up + A
Power Bomb - (hold) A + Down + A
DDT - (hold) A + B
Sting's Stinger - (hold) A + Up + B
Bench Press - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Death Lock - (hold) A + A
Atomic Drop - (hold) A + B
Face Drop - Tap A + A
Rear Shaker - Tap A + B

ROPE THROWS:

Arm Locker - (hold) A + dc + Tap A
Spine Stretcher - (hold) A + dc + Up + Tap A
Super Press - (hold) A + dc + A (hold)
Big Drop - (hold) A + dc + Up + A (hold)

MAT MOVES:

Sleeper Lock - Tap A (near head)
Scorpion Lock - Tap A (near feet)
Stomp - Tap B

TURNBUCKLE MOVES:

Turnbuckle Press - Tap A + A
Big Suplex - (hold) A + Up + A
Meat Twister - (hold) A + A
Splash - dc + B

SPECIALS:

Power Slammer - (hold) A + analogue stick
Suplex - (hold) A + analogue stick (rear)



Giant

Make no mistake - this guy is big, bad, doesn't shower and is also very strong. He stands at over seven feet tall, would you fight him?

STANDARD BLOWS:

Giant's Club - Tap B (close)
Field Goal - Tap B (far)
Ham Bone - Up + Tap B (close)
Gut Wrencher - Up + Tap B (far)
Face Kick - (hold) B
Big Boot - Up + (hold) B

GRAPPLING FROM THE FRONT:

Header - Tap A + A
Smash - Tap A + Up + A
Big Slam - Tap A + Down + A
Elbow Winder - Tap A + B
Press Slam - Tap A + Up + B
Neck Breaker - Tap A + Down + B
Big Clothesline - (hold) A + A
Back Breaker - (hold) A + Up + A
Double Jointed Bomb - (hold) A + Down + A
Sweep (hold) A + B
Strangle Hold - (hold) A + Up + B
Pile Driver - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Stretcher - Tap A + A
Knee Breaker - Tap A + B
Side Splitter - (hold) A + A
Giant Pain - (hold) A + B

ROPE THROWS:

Overhead Toss - (hold) A + dc + Tap A
Arm Lock - (hold) A + dc + Up + Tap A
Power Slam - (hold) A + dc + (hold) A
Sleeper - (hold) A + Up + (hold) A

MAT MOVES:

Choker - Tap A (near head)
Leg Drop - Tap A (near feet)
Head Butt - Tap B

TURNBUCKLE MOVES:

Sandwich - Tap A + A
Giant Suplex - (hold) A + A
Big Swinger - (hold) A + Up + A
Charge - dc + B

SPECIALS:

Choke Slam - (hold) A + analogue stick
Giant Suplex - (hold) A + analogue stick

NWo

A Complete Player's Guide

Before we start, there's one move to learn that every character has got: this is the counter attack. To do it you just press the 'R' shoulder button when being attacked, or alternatively you can press 'R' and 'B' for a counter with an attack afterwards. Here are the move lists for all the wrestlers in the WCW league, including the boss character, Diamond Dallas Page.



Scott Steiner

This massive wrestler knows no boundaries when it comes to dishing out punishment. He makes up one half of the top Steiner brothers tag team.

STANDARD BLOWS:

Face Elbow – Tap B (close)
Knee Lift – Tap B (far)
Body Belter – Up + Tap B (close)
Kick – Up + Tap B (far)
Leaping Kick – (hold) B
Big Lift – Up + (hold) B

GRAPPLING FROM THE FRONT:

Big Forearm – Tap A + A
Fireman's Lift – Tap A + Up + A
Rugby Tackle – Tap A + Down + A
Suplex – Tap A + B
Snap Suplex – Tap A + Up + B
Dislocator – Tap A + Down + B
Quick Suplex – (hold) A + A
Belly to Belly Suplex – (hold) A, Up + A
Driver Bomb – (hold) A + Down + A
Forward Suplex – (hold) A + B
Belly to Back Suplex – (hold) A + Up + B
Power Slam – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Breaker – Tap A + A
German Suplex – Tap A + B
Stretch Slam – (hold) A + A
Full Nelson Suplex – (hold) A + B

ROPE THROWS:

Big Flip – (hold) A + dc + Tap A
Full Slam – (hold) A + dc + Up + Tap A
Steiner – (hold) A + dc + (hold) A
Frankensteiner Slam – (hold) A + dc + Up + (hold) A

MAT MOVES:

Sleeper – Tap A (near head)
Knee Lock – Tap A (near feet)
Elbow – Tap B

TURNBUCKLE MOVES:

Tackle – Tap A + A
Avalanche Suplex – (hold) A + A
Dragon Buster – (hold) A + Up + A

SPECIALS:

Doctor Bomber – (hold) A + analogue stick
Suplex Pile Driver – (hold) A + analogue stick



Rick Steiner

This 'Mad Dog' makes up the other half of the Steiner brothers tag team and is big, bad and very mad – he should not be taken lightly.

STANDARD BLOWS:

Rough Elbow – Tap B (close)
Knee Lift – Tap B (far)
Anvil – Up + Tap B (close)
Big Boot – Up + Tap B (far)
Shoulder Smash – (hold) B
Bulldog – Up + (hold) B

GRAPPLING FROM THE FRONT:

Bull – Tap A + A
Smasher – Tap A + Up + A
Lifter – Tap A + Down + A
Head Lock – Tap A + B
Press Slam – Tap A + Up + B
Buster – Tap A + Down + B
Side Buster – (hold) A + A
Steinerliner – (hold) A + Up + A
Inside Twister – (hold) A + Down + A
Belly to Belly Suplex – (hold) A + B
Backbreaker – (hold) A + Up + B
Power Jack – (hold) A + Down + A

GRAPPLING FROM THE REAR:

Back Bone Stretch – Tap A + A
Slam – Tap A + B
Dragonplex – (hold) A + A
Germanplex – (hold) A + B

ROPE THROWS:

Shoulder Drop – (hold) A + dc + Tap A
Power Slammer – (hold) A + dc + Up + Tap A
Lifting Slam – (hold) A + dc + (hold) A
Backbreaker – (hold) A + dc + Up + (hold) A

MAT MOVES:

Eye Gouge – Tap A (near head)
Boston Crab – Tap A (near feet)
Elbow Smash – Tap B

TURNBUCKLE MOVES:

Pit Bull – Tap A + A
Avalanche Suplex – (hold) A + A
Steiner Suplex – (hold) A + Up + A

SPECIALS:

Power Bomb – (hold) A + analogue stick
Super German Droplex – (hold) A + analogue stick (rear)



Ric Flair

This man was infamous for shouting "whoood" and then falling on his face – and this was before he really got hit by his opponents. A bit sad really, although he did win the championship – once.

STANDARD BLOWS:

Punch – Tap B (close)
Kick – Tap B (far)
Chop – Up + Tap B (close)
Knee Lifter – Up + Tap B (far)
Roundhouse Punch – (hold) B
Drop Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Flair Punch – Tap A + A
Forearm – Tap A + Up + A
Snap Mare – Tap A + Down + A
Elbow – Tap A + B
Melon snap – Tap A + Up + B
Pile Driver – Tap A + Down + B
Flying Smash – (hold) A + B
Takeaway – (hold) A + Up + A
Brain Buster – (hold) A + Down + A
Double Armplex (hold) A + B
Vertical Snapper – (hold) A + Up + B
Press Slam – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Drop – Tap A + A
Knee Lift – Tap A + B
Atomic Drop – (hold) A + B
Abdominal Stretch – (hold) A + B

ROPE THROWS:

Hip Toss – (hold) A + dc + Tap A
Takeout – (hold) A + dc + Up + Tap A
Big Drop – (hold) A + dc + (hold) A
Fireman – (hold) A + dc + Up + (hold) A

MAT MOVES:

Eye Gouge – Tap A (near head)
Figure Four Leg Lock – Tap A (near feet)
Elbow – Tap B

TURNBUCKLE MOVES:

Throat Cutter – Tap A + A
Shoulder Barge – (hold) A + A
Rolling Punch – (hold) A + Up + A

SPECIALS:

Cheap Shot – (hold) A + analogue stick
Showboat – (hold) A + analogue stick (rear)



Ultimo Dragon

This guy is one of the mask wearers in wrestling – either he's very ugly or his identity must be kept a secret. Never mind, he's still cool

STANDARD BLOWS:

Karate Punch – Tap B (close)
Karate Kick – Tap B (Far)
Chop – Up + Tap B (close)
Roundhouse – Up + Tap B (far)
Drop Kick – (hold) B
Spin Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Uppercut – Tap A + A
Snap Mare – Tap A + Up + A
Body Drag – Tap A + Down + A
Arm Whip – Tap A + B
Snapplex – Tap A + Up + B
Ultimo Driver – Tap A + Down + B
Side Plex – (hold) A + A
Vertical Buster – (hold) A + Up + A
Tombstone – (hold) A + down + A
DDT – (hold) A + B
Belly to Back Suplex – (hold) A + Up + B
Doctor Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Reverse Breaker – Tap A + A
Savage Kick – Tap A + B
Germanplex – (hold) A + A
Crossover Suplex – (hold) A + B

ROPE THROWS:

Shoulder Lifter – (hold) A + dc + Tap A
Leg Trap – (hold) A + dc + Up + Tap A
Lariat – (hold) A + dc + (hold) A
Hell Spawn – (hold) A + dc + Up + (hold) A

MAT MOVES:

Dragon Lock – Tap A (near head)
Dragon Whip – Tap A (near feet)
Sunset Flip – Tap B

TURNBUCKLE MOVES:

Karate Chopper – Tap A + A
Super Suplex – (hold) A + A
Dragonsteiner – (hold) A + Up + A

SPECIALS:

Running Bomb – (hold) A + analogue stick
The Mistral Wind – (hold) A + analogue stick (to rear)



Dean Malenko

This guy must be new because nobody's heard of him, either that or he's not actually very good – though from his repertoire of moves you certainly wouldn't think so. Dean has some pretty decent aerial moves and can cut it up with the best of them when it comes to bashing it out in the ring

STANDARD BLOWS:

Elbow – Tap B (close)
Sneaky Kick – Tap B (far)
Hook – Up + Tap B (close)
Sneaky Kick – Up + Tap B (far)
Drop Kick – (hold) B
Flying Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Big Arm – Tap A + A
Snap Mare – Tap A + Up + A
Slam – Tap A + Down + A
Reverse Bar – Tap A + B
Melon Buster – Tap A + Up + B
Pile Driver – Tap A + Down + B
Big Suplex – (hold) A + A
Fireman – (hold) A + Up + A
Power Slam – (hold) A + Down + A
Brutalplex – (hold) A + B
Vertical Bruiser – (hold) A + Up + B
Press Slam – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Drop – Tap A + A
Back Breaker – Tap A + B
Abdominal Buster – (hold) A + A
Germanplex – (hold) A + B

ROPE THROWS:

Leg Trap – (hold) A + dc + Tap A
Hip Toss – (hold) A + dc + Up + Tap A
Spinner – (hold) A + dc + (hold) A
Lariat – (hold) A + dc + Up + (hold) A

MAT MOVES:

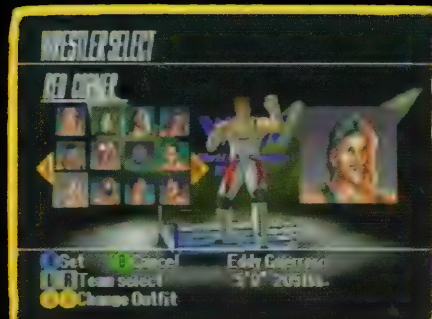
Arm Lock – Tap A (near head)
Surfboard – Tap A (near feet)
Stampede – Tap B

TURNBUCKLE MOVES:

Rampage – Tap A + A
Big Suplex – (hold) A + A
Reverseplex – (hold) A + Up + A

SPECIALS:

Power Bomb – (hold) A + analogue stick
Snapplex – (hold) A + analogue stick (rear)



Eddy Guerrero

This guy is a nutter – he dives right off the ropes and posts without any regard for either himself or his opponent. He also has some particularly brutal holds and locks and a very nasty special – which is well worth practicing, just to try on your mates!

STANDARD BLOWS:

Punch – Tap B (close)
Kick – Tap B (far)
Slam – Up + Tap B (close)
Knee Lifter – Up + Tap B (far)
Super Boot – (hold) B
Flying Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Face Scratch – Tap A + A
Snap Mare – Tap A + Up + A
Slam – Tap A + Down + A
Arm Drag – Tap A + B
Snapplex – Tap A + Up + B
Shoulder Dislocator – Tap A + Down + B
Head Toss – (hold) A + A
Vertical Bruiser – (hold) A + Up + A
Pile Driver – (hold) A + Down + A
Bellyplex – (hold) A + B
Frankensteiner – (hold) A + Up + B
Power Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Drop – Tap A + A
Stomper – Tap A + B
Reverse Buster – (hold) A + A
German Suplex – (hold) A + B

ROPE THROWS:

Arm Lock – (hold) A + dc + Tap A
Hip Toss – (hold) A + dc + Up + Tap A
Scissors (hold) A + dc + (hold) A
Lariat – (hold) A + dc + Up + (hold) A

MAT MOVES:

Knee – Tap A (near head)
Leg Stomp – Tap A (near feet)
Frog Flip – Tap B

TURNBUCKLE MOVES:

Rolling Punch – Tap A + A
Top Rope Flipoff – (hold) A + A
DJ Bomb – (hold) A + Up + A

SPECIALS:

Super Bomber – (hold) A + analogue stick
Full Nelson – (hold) A + analogue stick



Rey Mysterio Jr

This guy seems to think that he's some kind of mystery Spiderman – and with his impressive range of devastating moves, who are we to argue with the fellow!

STANDARD BLOWS:

Punch – Tap B (close)
Roundhouse – Tap B (far)
Big Punch – Up + Tap B (close)
Big Kick – Up + Tap B (far)
Spinning Top – (hold) B
Drop Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Arm Smash – Tap A + A
Snap Mare – Tap A + Up + A
Arm Drag – Tap + Down + A
Elbow – Tap A + B
Spin – Tap A + Up + B
Screwdriver – Tap A + Down + B
Spin Lock – (hold) A + A
Hurricane – (hold) A + Up + A
Spin Flip – (hold) A + Down + A
Suplex – (hold) A + B
Hurricane Pin – (hold) A + Up + B
Press Slam – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spinning Kick – Tap A + A
Face Crusher – Tap A + B
Reverse Pin – (hold) A + A
Big Flip – (hold) A + B

ROPE THROWS:

Leg Trap – (hold) A + dc + Tap A
Head Flip – (hold) A + dc + Up + Tap A
Lariat – (hold) A + dc + (hold) A
Breaker – (hold) A + dc + Up + (hold) A

MAT MOVES:

Head Lock – Tap A (near head)
Knee Bender – Tap A (near feet)
Flipper – Tap B

TURNBUCKLE MOVES:

Tackle – Tap A + A
Corner Punch – Tap A + B
Flying Mask – (hold) A + A
Super DDT – (hold) A + Up + A

SPECIALS:

Big Lift – (hold) A + analogue stick
Savage – (hold) A + analogue stick (rear)



Chris Benoit

This guy is another one that nobody knows. He has an average range of moves and is pretty good against the larger wrestlers, but is really nothing that special

STANDARD BLOWS:

Chest Blow – Tap B (close)
Knee Lift – Tap B (far)
Chest Slap – Up + Tap B (close)
Sobate Kick – Up + Tap B (far)
Barge – (hold) B
Leaping Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Forearm – Tap A + A
Header – Tap A + Up + A
Slam – Tap A + Down + A
Spinal Blow – Tap A + B
Suplex – Tap A + Up + B
Power Bomb – Tap A + Down + B
Gutplex – (hold) A + B
Twister – (hold) A + Up + A
Tombstone – (hold) A + Down + A
Clothesline – (hold) A + B
Belly to Belly Press – (hold) A + Up + B
Power Press – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Reverse Breaker – Tap A + A
Side Suplex – Tap A + B
Reverse Buster – (hold) A + A
German Suplex – (hold) A + B

ROPE THROWS:

Arm Locker – (hold) A + dc + Tap A
Monkey Flip – (hold) A + dc + Up + Tap A
Body Snatcher – (hold) A + dc + (hold) A
Mind Buster – (hold) A + dc + Up + (hold) A

MAT MOVES:

Side Lock – Tap A (near head)
Boston Crab – Tap A (near feet)
Stampede – Tap B

TURNBUCKLE MOVES:

Corner Pummel – Tap A + A
Pike – Tap A + B
Big Suplex – (hold) A + A
Dragonsteiner – (hold) A + B

SPECIALS:

Power Jack – (hold) A + analogue stick
Full Nelson – (hold) A + analogue stick



Steven Regal

This man is the self proclaimed 'best wrestler in the world'. We, however, beg to differ – he has nothing whatsoever to make him stand out from the crowd

STANDARD BLOWS:

Cheeky Slap – Tap B (close)
Kick – Tap B (far)
Peon Punch – Up + Tap B (close)
Low Kick – Up + Tap B (far)
Drop Kick – (hold) B
Reverse – Up + (hold) B

GRAPPLING FROM THE FRONT:

Big Uppercut – Tap A + A
Snap Mare – Tap A + Up + A
Slam – Tap A + Down + A
Hiplock – Tap A + B
Neck Snapper – Tap A + Up + B
Holding Arm Lock – Tap A + Down + B
Chickenplex – (hold) A + A
Brainer – (hold) A + Up + A
Slide Press – (hold) A + Down + A
Belly to Belly Suplex – (hold) A + B
Arm Lock – (hold) A + Up + B
Regal Roll – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Drop – Tap A + A
Back Breaker – Tap A + B
Abdominal Stretcher – (hold) A + A
Germanplex – (hold) A + B

ROPE THROWS:

Overhead Fall – (hold) A + dc + Tap A
Arm Drag – (hold) A + dc + Up + Tap A
Cross Bar – (hold) A + dc + (hold) A
Spinning Breaker – (hold) A + dc + Up + (hold) A

MAT MOVES:

Head Lock – Tap A (near head)
Regal Stretch – Tap A (near feet)
Knee Drop – Tap B

TURNBUCKLE MOVES:

The Big Beating – Tap A + A
Bust 'em Up – Tap A + B
Brain Buster – (hold) A + A
Superplex – (hold) A + B

SPECIALS:

Power Bomb – (hold) A + analogue stick
Showcase – (hold) A + analogue stick (rear)



Diamond Dallas Page (BOM)

Nothing but a big poseur! He has some savage moves but his temper often gets the better of him – unlike the 'real' Diamond Dallas Page.

STANDARD BLOWS:

Throat Slasher – Tap B (close)
Kick – Tap B (far)
Punch – Up + Tap B (close)
Knee Lift – Up + Tap B (far)
Forearm Line – (hold) B
Drop Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Buster – Tap A + A
Head Butt – Tap A + Up + A
Body Slam – Tap A + Down + A
Diamond Elbow – Tap A + B
Snap Suplex – Tap A + Up + B
Knee Butt – Tap A + Down + B
Side Buster – (hold) A + A
Vertical Drop – (hold) A + Up + A
Pile Driver – (hold) A + Down + A
DDT – (hold) A + B
Backflip – (hold) A + Up + B
Spinning Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Face Smasher – Tap A + A
Back Slam – Tap A + B
Reverse Buster – (hold) A + A
Doctor Bomb – (hold) A + B

ROPE THROWS:

Shoulder Throw – (hold) A + dc + Tap A
Arm Grab – (hold) A + dc + Up + Tap A
Power Buster – (hold) A + dc + (hold) A
Skyscraper Drop – (hold) A + dc + Up + (hold) A

MAT MOVES:

Headlock – Tap A (near head)
Knee Lifter – Tap A (near feet)
Big Elbow – Tap B

TURNBUCKLE MOVES:

Smasher – Tap A + A
Blitz – Tap A + B
Brain Damage – (hold) A + A
Super DDT – (hold) A + B

SPECIALS:

Diamond Cutten – (hold) A + analogue stick
Germanplex – (hold) A + analogue stick (rear)



Hollywood Hogan

He must be getting on a bit now but he's had a name change from 'The Hulkster' and now looks a bit more presentable: a hair cut, a new bandanna and lots of rock hard moves. Do not mess with this man.

STANDARD BLOWS:

Uppercutter – Tap B (close)
Knee Lifter – Tap B (far)
Body Belter – Up + Tap B (close)
Bruiser Boot – Up + Tap B (far)
Mega Punch – (hold) B
Hollywood Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Headlock – Tap A + A
Slam – Tap A + Up + A
Knee Butt – A + Down + A
Hiplock Drag – Tap A + B
Armlock – Tap A + Up + B
Pile Driver – Tap A + Down + B
Big Clothesline – (hold) A + A
Vertical Buster – (hold) A + Up + A
Neck Breaker – (hold) A + Down + A
Hollyline – (hold) A + B
Power Lift Slam – (hold) A + Up + B

GRAPPLING FROM THE REAR:

Back Drop – Tap A + A
Atomic Knee – Tap A + B
Chicken Wing – (hold) A + A
Back Breaker – (hold) A + B

ROPE THROWS:

Shoulder Barge – (hold) A + dc + Tap A
Arm Drag – (hold) A + dc + Up + Tap A
Hulk Bomb – (hold) A + dc + (hold) A
Sleeper – (hold) A + dc + Up + (hold) A

MAT MOVES:

Side Lock – Tap A (near head)
Leg Drop – Tap A (near feet)
Leg Crush – Tap B

TURNBUCKLE MOVES:

Ram Punch – Tap A + A
Brain Pain – (hold) A + A

SPECIALS:

Choker – (hold) A + analogue stick
Reverse Press Slam – (hold) A + analogue stick (rear)



Buff Bagwell

He's big and bad and he's won three championship belts – with three different partners – in the tag team tournaments.

STANDARD BLOWS:

Crown Smash – Tap B (close)
Knee Lift – Tap B (far)
Chest Smash – Up + B (close)
Karate Kick – Up + B (far)
Cunning Kick – (hold) B
Turbo Punch – Up + (hold) B

GRAPPLING FROM THE FRONT:

Smash – Tap A + A
Anvil – Tap A + Up + A
Slam – Tap A + Down + A
Elbow – Tap A + B
Snapperplex – Tap A + Up + B
Power Buster – Tap A + Down + B
Neck Twister – (hold) A + A
Wringer – (hold) A + Up + A
Pile Driver – (hold) A + Down + A
DDT – (hold) A + B
Mule Kick – (hold) A + Up + B
Press Slam – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Smack – Tap A + A
Reverse Liner – Tap A + B
Sleeper – (hold) A + A
German Suplex – (hold) A + B

ROPE THROWS:

Big Drop – (hold) A + dc + Tap A
Takeout – (hold) A + dc + Up + Tap A
Power Lift – (hold) A + dc + (hold) A
Skyline – (hold) A + dc + Up + (hold) A

MAT MOVES:

Knee Bash – Tap A (near head)
Bullseye – Tap A (near feet)
Big Drop – Tap B

TURNBUCKLE MOVES:

Rampage – Tap A + A
Suplex – (hold) A + A
Brain Pain (hold) A + Up + A

SPECIALS:

Fisherman – (hold) A + analogue stick
The Doctor Bomb – (hold) A + analogue stick (rear)

nWo LEAGUE

This next section features all the moves for all the wrestlers in the nWo league – and also for the nWo boss character, Macho Man Randy Savage.



Eric Bischoff

This guy packs a real punch and is a very, very strong man – he scares me anyway. His trademark move is the savage Face Rake.

STANDARD BLOWS:

Frail Fist – Tap B (close)
Groin Kick – Tap B (far)
Jab – Up + Tap B (close)
Sternum Boot – Up + Tap B (far)
Face Boot – (hold) B
Whirlwind Jab – Up + (hold) B

GRAPPLING FROM THE FRONT:

Facial – Tap A + A
Face Rake – Tap A + Up + A
Elbow – Tap A + Down + A
Header – Tap A + B
Headlock – (hold) A + B
Press Slam – (hold) A + B

GRAPPLING FROM THE REAR:

Foreman Smash – Tap A + A
Mule Kick – Tap A + A

ROPE THROWS:

Shoulder Slam – (hold) A + dc + Tap A
Shoulder Press – (hold) A + dc + Up + Tap A
Sleep Time – (hold) A + dc + (hold) A

MAT MOVES:

Eye Gouge – Tap A (near head)
Leg Crush – Tap A (near feet)
Stamp – Tap B

TURNBUCKLE MOVES:

Shoulder Buster – Tap A + A

SPECIALS:

Big Dropper – (hold) A + analogue stick
Quick Nap – (hold) A + analogue stick (rear)



Scott Norton

Make no mistake: this man is about 335 lbs of pure muscle. If that doesn't put you off fighting him, then his Shoulder Buster will!

STANDARD BLOWS:

Sonic Punch – Tap B (close)
Kick – Tap B (far)
Big Chop – Up + Tap B (close)
Knee Kick – Up + Tap B (far)
Big Arm – (hold) B
Shoulder Charger – Up + (hold) B

GRAPPLING FROM THE FRONT:

Club Basher – Tap A + A
Elbow – Tap A + Up + A
Slam – Tap A + Down + A
Neck Cracker – Tap A + B
Nortonplex – Tap A + Up + B
Shoulder Buster – Tap A + Down + B
Clothesline – (hold) A + A
Power Lifter – (hold) A + Up + A
Power Slam – (hold) A + Down + A
DDT – (hold) A + B
Choke – (hold) A + Up + B
Power Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Blow – Tap A + A
Back Drop – Tap A + B
German Suplex – (hold) A + A
Revival Bomb – (hold) A + B

ROPE THROWS:

Shoulder Drop – (hold) A + dc + Tap A
Arm Drop – (hold) A + dc + Up + Tap A
Power Slam – (hold) A + dc + (hold) A
Shoulder Raider – (hold) A + dc + Up + (hold) A

MAT MOVES:

Dragon Lock – Tap A (near head)
Crab Arch – Tap A (near feet)
Elbow – Tap B

TURNBUCKLE MOVES:

Big Fist – Tap A + A
Suplex – (hold) A + A
Brutalplex – (hold) A + Up + A

SPECIALS:

Backbreaker Suplex – (hold) A + analogue stick (rear)
Time Bomb – (hold) A + analogue stick



Kevin Nash

He looks like a hillbilly but standing at 7'1", would you mess with him? I didn't think so. Nasty moves are his specialty and he's renowned for disabling opponents within the first few minutes of the fight so he can prolong the agony for them – nice man.

STANDARD BLOWS:

Chop – Tap B (close)
Kick – Tap B (far)
Burlly Punch – Up + Tap B (close)
Rising Knee – Up + Tap B (far)
Boot – (hold) B
Bailer – Up + (hold) B

GRAPPLING FROM THE FRONT:

Elbow – Tap A + A
Hammer Blow – Tap A + Up + A
Bruiser Blow – Tap A + Down + A
Headlock – Tap A + B
Suplex – Tap A + Up + B
Knee Lifter – Tap A + Down + B
Clothesline – (hold) A + A
Top of the Ropes – (hold) A + Up + A
Shoulder Smash – (hold) A + Down + A
Spleen Grinder – (hold) A + B
Bulldogplex – (hold) A + Up + B
Power Barge – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Buster – Tap A + A
Knee Breaker – Tap A + B
Grendal Stretcher – (hold) A + A
Night Night – (hold) A + B

ROPE THROWS:

Big Fall – (hold) A + dc + Tap A
Hip Toss – (hold) A + dc + Up + Tap A
Running Slam – (hold) A + dc + (hold) A
Choker Moll – (hold) A + dc + Up + (hold) A

MAT MOVES:

Surfboard – Tap A (near head)
Knee Jerker – Tap A (near feet)
Big Elbow – Tap B

TURNBUCKLE MOVES:

Corner Crusher – Tap A + A
School Bully – Tap A + B
Melon Twister – (hold) A + A
Over the Top – (hold) A + B

SPECIALS:

Power Bomb – (hold) A + analogue stick
Turnaround – (hold) A + analogue stick (rear)



Scott Hall

This one is slightly reminiscent of Razor Ramone, but he's a lot less egotistical and a lot more action orientated – which can't be bad

STANDARD BLOWS:

Sly Punch – Tap B (close)
Kick – Tap B (far)
Hook – Up + Tap B (close)
Knee Kick – Up + Tap (far)
Hell Boot – (hold) B
Cross Punch – Up + Hold B

GRAPPLING FROM THE FRONT:

Arm of Steel – Tap A + A
Eye Gouge – Tap A + Up + A
Body Press – Tap A + Down + A
Elbow – Tap A + B
Spinner – Tap A + Up + B
Pile Driver – Tap A + Down + B
Clothesline – (hold) A + A
Brawler Slam – (hold) A + Up + A
Big Suplex – (hold) A + Down + A
Back Fall – (hold) A + B
Reverse Suplex – (hold) A + Up + B
Big Bomber – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Twister – Tap A + A
Lumberjack Crack – Tap A + B
German Suplex – (hold) A + A
The Torture Rack – (hold) A + B

ROPE THROWS:

Shoulder Ram – (hold) A + dc + Tap A
Arm Drag – (hold) A + dc + Up + Tap A
Nap Time – (hold) A + dc + (hold) A
Fireman's Lift – (hold) A + dc + Up + (hold) A

MAT MOVES:

Camel Clutch – Tap A (near head)
Boston Crab – Tap A (near feet)
Final Boot – Tap B

TURNBUCKLE MOVES:

Grand Slam – Tap A + A
Grand Suplex – (hold) A + A
Outsider's Edge – (hold) A + Up + A



Syxx

He may look like a cross between a greasy biker and Paul Phoenix from *Tekken*, but there's more to Syxx than might initially meet the eye. His wide range of moves is matched only by his wrath

STANDARD BLOWS:

Elbow – Tap B (close)
Sobate Kick – Tap B (far)
Big Chop – Up + Tap B (close)
Rising Knee Lifter – Up + Tap B (far)
Demon Boot – (hold) B
Leg Trapper – Up + (hold) B

GRAPPLING FROM THE FRONT:

Big Arm – Tap A + A
Snap Mare – Tap A + Up + A
Slam – Tap A + Down + A
Arm Lock – Tap A + B
Superplex – Tap A + Up + B
Pile Driver – Tap A + Down + B
Overhead Toss – (hold) A + A
Leaping Chopper – (hold) A + Up + A
Brain Teaser – (hold) A + Down + A
Muki Kick – (hold) A + B
Big Bomber – (hold) A + Up + B
Belly to Belly Suplex – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Tingler – Tap A + A
The Big Drop – Tap A + B
Death – (hold) A + A
German Suplex (hold) A + B

ROPE THROWS:

Leg Takedown – (hold) A + dc + Tap A
Arm Lock – (hold) A + dc + Up + Tap A
Hip Throw – (hold) A + dc + (hold) A
Lariat Twist – (hold) A + dc + Up + (hold) A

MAT MOVES:

Camel Clutch – Tap A (near head)
Leg Puller – Tap A (near feet)
Big Drop – Tap B

TURNBUCKLE MOVES:

Big Banger – Tap A + A
Dragonsteiner – (hold) A + Up + A

SPECIALS:

Las Vegas Slam – (hold) A + analogue stick
Arabplex – (hold) A + analogue stick (rear)



Macho Man Randy Savage (Bom)

What kind of a wrestler would call himself Randy Savage? We don't know either but he's been in the sport for about the same time as Hulk Hogan and they have fought on many occasions – a worthy adversary

STANDARD BLOWS:

Hook – Tap B (close)
Slicer Kick – Tap B (far)
Chop – Up + Tap B (close)
Knee Lift – Up + Tap B (Far)
Rolling Punch (hold) B
Drop Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Headlock – Tap A + A
Forearm Smash – Tap A + Up + A
Snap Mare – Tap A + Down + A
Elbow – Tap A + B
Suplex – Tap A + Up + B
Pile Driver – Tap A + Down + B
Doubleplex – (hold) A + A
Big Combo – (hold) A + Up + A
Swerveblade – (hold) A + Down + A
DDT – (hold) A + B
Machoplex – (hold) A + Up + B
Gorilla Press – (hold) A + down + B

GRAPPLING FROM THE REAR:

Back Drop – Tap A + A
Knee Breaker – Tap A + B
Atomic Drop – (hold) A + A
Abdominal Stretcher – (hold) A + B

ROPE THROWS:

Shoulder Throw – (hold) A + dc + Tap A
Arm Lock – (hold) A + dc + Up + Tap A
Skyscraper Fall – (hold) A + dc + (hold) A
Power Slam – (hold) A + dc + Up + (hold) A

MAT MOVES:

Face Lock – Tap A (near head)
Leg Snapper – Tap A (near feet)
Elbow – Tap B

TURNBUCKLE MOVES:

Pummel – Tap A + A
Macho Fall – (hold) A + Up + A
Special DDT – (hold) A + A

SPECIALS:

Bomber – (hold) A + analogue stick
Showboat – (hold) A + analogue stick (rear)

DOA LEAGUE

The next league is the DOA – a combination of street and pit fighters. They're big, strong and merciless and hardly any of them can shave properly either.



Sumo Jo

This man is a former champion pit fighter and is used to ruthless tactics. His holds are some of the most agonising in the sport

STANDARD BLOWS:

Sumo Punch – Tap B (close)
 Fat Boy Boot – Tap B (far)
 Washari Slap – Up + Tap B (close)
 Log Kick – Up + Tap B (far)
 Drop Kick – (hold) B
 Sumo Super – Up + (hold) B

GRAPPLING FROM THE FRONT:

Sumo Chop – Tap A + A
 Double Anvil – Tap A + Up + A
 Big Slam – Tap A + Down + A
 Hip Toss – A + B
 Tremor Drop – Tap A + Up + B
 Big Bombing – Tap A + Down + B
 Big Knee – (hold) A + A
 Whopper Chopper – (hold) A + Up + A
 Kazi Crack – (hold) A + Down + A
 Bone Breaker – (hold) A + B
 Atomic Drop – (hold) A + Up + B
 Atomic Bomber – (hold) A + Down + A

GRAPPLING FROM THE REAR:

Sumo Pain – Tap A + A
 Sumo Slammer – Tap A + B
 Big Rush – (hold) A + A
 Dislocator – (hold) A + B

ROPE THROWS:

Big Splash – (hold) A + dc + Tap A
 Super Squasher – (hold) A + dc + Up + Tap A
 Nap Time – (hold) A + dc + (hold) A
 Loosen Up – (hold) A + dc + Up + (hold) A

MAT MOVES:

Arm Stretch – Tap A (near head)
 Leg Snap – Tap A (near feet)
 Boot – Tap B

TURNBUCKLE MOVES:

Smashed – Tap A + A
 Big Chopper – Tap A + B
 Spine Breaker – (hold) A + A
 Tidal Wave – (hold) A + Up + A

SPECIALS:

Sumo Fury – (hold) A + analogue stick
 Sumo Rack – (hold) A + analogue stick (rear)



Kim Chee

Another former champion pit fighter and Korea's most lethal export! Abandoned as a child by both his parents, Kim Chee is an angry man

STANDARD BLOWS:

Punch – Tap B (close)
 Boot – Tap B (far)
 Splitter Slap – Up + Tap B (close)
 Knee Lift – Up + Tap (far)
 Demoniser – (hold) B
 Barge – Up + (hold) B

GRAPPLING FROM THE FRONT:

Reverse Throw – Tap A + A
 Big Buster – Tap A + Up + A
 Slam – Tap A + Down + A
 Wind Up – Tap A + B
 Suplex – Tap A + Up + B
 Big Shoulder – Tap A + Down + B
 Neck Twister – (hold) A + A
 Tenderiser – (hold) A + Up + A
 Power Bomb – (hold) A + Down + A
 Clothesline – (hold) A + B
 Rope Thrash – (hold) A + Up + B
 Crusher – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Slam – Tap A + A
 Reverse Flip – Tap A + B
 Wingding – (hold) A + A
 Backplex – (hold) A + B

ROPE THROWS:

Shoulder Drop – (hold) A + dc + Tap A
 Big Slam – (hold) A + dc + Up + Tap A
 Spine Stretch – (hold) A + dc + (hold) A
 Packet Pain – (hold) A + dc + Up + (hold) A

MAT MOVES:

Head Wringer – Tap A + (near head)
 Leg Lock – Tap A + (near feet)
 Elbow Smash – Tap B

TURNBUCKLE MOVES:

Death – Tap A + A
 Sling – Tap A + B
 Superplex – (hold) A + A
 Time Out – (hold) A + Up + A

SPECIALS:

Spinning Top – (hold) A + analogue stick
 Mad Dog Frenzy – (hold) A + analogue stick (rear)



Blackheart

He sounds like a pirate, looks like a greasy heavy metal fan and is one of the hardest men in America – beware the Blackheart Bomb!

STANDARD BLOWS:

Anvil – Tap B (close)
 Kick – Tap B (far)
 Overarm – Up + Tap B (close)
 Stomach Kick – Up + Tap B (far)
 Header – (hold) B
 Clothesline – Up + (hold) B

GRAPPLING FROM THE FRONT:

Brain Shaker – Tap A + A
 Giant Fist – Tap A + Up + A
 Slam – Tap A + Down + A
 Wrist Lock – Tap A + B
 Bomb – Tap A + Up + B
 Pile Driver – Tap A + down + B
 Melon Twister – (hold) A + A
 Blackheart Bomb – (hold) A + Up + A
 Power Bomb – (hold) A + Down + A
 Hangman – (hold) A + B
 Face Maul – (hold) A + Up + B
 Hammer – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Coconut – Tap A + A
 Grendal Stretcher – Tap A + B
 Night Night – (hold) A + A
 Fireman's Lift – (hold) A + B

ROPE THROWS:

Falling Press – (hold) A + dc + Tap A
 Power Breaker – (hold) A + dc + Up + Tap A
 Spine Snapper – (hold) A + dc + (hold) A
 Fury – (hold) A + dc + Up + (hold) A

MAT MOVES:

Incapacitator – Tap A (near head)
 Elbow Drop – Tap A (near feet)
 Big Elbow – Tap B

TURNBUCKLE MOVES:

Turnbuckle Tussle – Tap A + A
 Anvil Hacker – Tap A + B
 Deathplex – (hold) A + A
 Super DDT – (hold) A + Up + A

SPECIALS:

Blackheart Backbomb – (hold) A + analogue stick
 Garrote – (hold) A + analogue stick (rear)



Puchteca

This guy is the self proclaimed 'master of the mats'. He fights using a wide variety of martial arts and pugilistic skills – any combat with him should be approached with extreme caution

STANDARD BLOWS:

Elbow – Tap B (close)
Kick – Tap B (far)
Overarm – Up + Tap B (close)
Stomach Kick – Up + Tap B (far)
Death Blow – (hold) B
Drop Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Brain Shaker – Tap A + A
Flip Flop – Tap A + Up + A
Head Butt – Tap A + Down + A
Hip Toss – Tap A + B
Bomb – Tap A + Up + B
Slam – Tap A + down + B
Melon Twister – (hold) A + A
Flip Flop – (hold) A + Up + A
Spine Buster – (hold) A + Down + A
Hangman – (hold) A + B
Clanger – (hold) A + Up + B
Big Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Coconut – Tap A + A
Back Drop – Tap A + B
Stretcher – (hold) A + A
Reverse Bomber – (hold) A + B

ROPE THROWS:

Fireman's Lift – (hold) A + dc + Tap A
Leg Buster – (hold) A + dc + Up + Tap A
Spine Snapper – (hold) A + dc (hold) A
Fury – (hold) A + dc + Up + (hold) A

MAT MOVES:

Incapacitator – Tap A (near head)
Leg Crush – Tap A (near feet)
Big Elbow – Tap B

TURNBUCKLE MOVES:

Turnbuckle Tussle – Tap A + A
Heavy Hook – Tap A + B
Air DDT – (hold) A + A
Splash – (hold) A + Up + A

SPECIALS:

Mexican Maul – (hold) A + analogue stick
Burrito Rack – (hold) A + analogue stick (rear)



Hannibal

This man is really more of a brawler than a wrestler, he uses very unorthodox fighting techniques and tactics to get one over on his unwary opponents

STANDARD BLOWS:

Punch – Tap B (close)
Kick – Tap B (far)
Back Fist – Up + Tap B (close)
Stomach Kick – Up + Tap B (far)
Sobate Kick – (hold) B
Roundhouse Kick – Up + (hold) B

GRAPPLING FROM THE FRONT:

Throat Cutter – Tap A + A
Hell Streak – Tap A + Up + A
Slam – Tap A + Down + A
Head Lock – Tap A + B
Suplex – Tap A + Up + B
Arm Wrench – Tap A + down + B
Capital Punishment – (hold) A + A
Pulveriser Kick – (hold) A + Up + A
Crusher – (hold) A + Down + A
Knee Drop – (hold) A + B
Death Fall – (hold) A + Up + B
Big Slam – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Coconut – Tap A + A
Knock-out Kick – Tap A + B
Bang Bang – (hold) A + A
Nelson's Column – (hold) A + B

ROPE THROWS:

Leg Trap – (hold) A + dc + Tap A
Leg Snare – (hold) A + dc + Up + Tap A
Spine Snapper – (hold) A + dc (hold) A
Knock Out – (hold) A + dc + Up + (hold) A

MAT MOVES:

Leg Twister – Tap A (near head)
Big Foot – Tap A (near feet)
Camel Clutch – Tap B

TURNBUCKLE MOVES:

Turnbuckle Beating – Tap A + A
Skull Shot – Tap A + B
Damage – (hold) A + Up + A

SPECIALS:

Collision Course – (hold) A + analogue stick
Wrist Twist – (hold) A + analogue stick (rear)



Powder Keg

Powder Keg is a very large hillbilly – he looks a bit like Blackheart but has a much larger stomach, due to all the moonshine he drinks. He's nasty, uncontrollable and sports massive feet, with which he boots his prey into oblivion

STANDARD BLOWS:

Chop – Tap B (close)
Knee Lift – Tap B (far)
Mid Punch – Up + B (close)
Mid Kick – Up + B (far)
Head Shot – B (hold)
Clothesline – Up + B (hold)

GRAPPLING FROM THE FRONT:

Headache – Tap A + A
Powder Punch – Tap A + Up + A
Slam – Tap A + Down + A
Tackle – A + B
Suplex – Tap A + Down + B
Pile Driver – Tap A + Up + B
Power Smash – (hold) A + A
Flipper – (hold) A + Up + A
Big Drop – (hold) A + Down + A
DDT – (hold) A + B
Superplex – (hold) A + Up + B
Powder Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Shoulder Shaker – Tap A + A
Headbreaker – Tap A + B
Grendal Stretcher – (hold) A + A
Debilitator – (hold) A + B

ROPE THROWS:

High Toss – (hold) A + dc + Tap A
Face Plant – (hold) A + dc + Up + Tap A
Back Stab – (hold) A + dc + A (hold)
Spinner – (hold) A + dc + Up + A (hold)

MAT MOVES:

Head Lock – Tap A (near head)
Below the Belt – Tap A (near legs)
Elbow Drop – Tap B

TURNBUCKLE MOVES:

Lack of Air – Tap A + A
Giantplex – Tap A + B
Melon Twister – (hold) A + A
Hillbilly Tussle – (hold) A + Up + A

SPECIALS:

Bumpkin Bomb – (hold) A + analogue stick
The Big Rack – (hold) A + analogue stick (rear)



Dim Sum

Despite his thick sounding name, Dim Sum is a feared wrestler. He was once part of a government scheme to take him into a human weapon but when he said no, his home country kicked him out. Now he's a bit angry...

STANDARD BLOWS:

Chop - Tap B (close)
Kick - Tap B (far)
Mid Punch - Up + B (close)
Mid Kick - Up + B (far)
Flying Kick - B (hold)
Spinning Kick - Up + B (hold)

GRAPPLING FROM THE FRONT:

Head Butt - Tap A + A
Chop - Tap A + Up + A
Slam - Tap A + Up + A
Snake Eyes - A + B
Suplex - Tap A + Down + B
Nailer - Tap A + Up + B
Super Smash - (hold) A + A
Power Flip - (hold) A + Up + A
Big Bomber - (hold) A + Down + A
Superplex - (hold) A + B
Malice - (hold) A + Up + B
The Bailer - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Shaker - Tap A + A
Knee Breaker - Tap A + B
Flip Slam - (hold) A + A
Nelson's Column - (hold) A + B

ROPE THROWS:

Take Out - (hold) A + dc + Tap A
Locksmith - (hold) A + dc + Up + Tap A
Avalanche - (hold) A + dc + A (hold)
Gorilla Press - (hold) A + dc + Up + A (hold)

MAT MOVES:

Bamboo Clutch - Tap A (near head)
Big Rack - Tap A (near legs)
Elbow Splash - Tap B

TURNBUCKLE MOVES:

Pressure - Tap A + A
Sardines - Tap A + B
Crash Out - (hold) A + A
Dragon Drop - (hold) A + Up + A

SPECIALS:

Wall of China - (hold) A + analogue stick
Submission Lock - (hold) A + analogue stick (rear)



Saladin

He doesn't talk a great deal - and when he does it's just an odd mumble in an incoherent tongue. He also used to be a secret service operative for his country. All in all, he's a bit on the scary side

STANDARD BLOWS:

Be Bop - Tap B (close)
Kick - Tap B (far)
Cobra Fang - Up + B (close)
Jackal Bite - Up + B (far)
Starry Night - B (hold)
The Tickler - Up + B (hold)

GRAPPLING FROM THE FRONT:

Brutalizer - Tap A + A
Skull Bender - Tap A + Up + A
Slam - Tap A + Up + A
Head Crush - A + B
Suplex - Tap A + Down + B
Overboard - Tap A + Up + B
Neck Drop - (hold) A + A
Wall of Death - (hold) A + Up + A
Shoulder Bomber - (hold) A + Down + A
Garrote - (hold) A + B
Head Butt - (hold) A + Up + B
Face Lift - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Jerk - Tap A + A
Knee Drop - Tap A + B
Hundred Heads - (hold) A + A
Reverse Back Fall - (hold) A + B

ROPE THROWS:

Shoulder Buster - (hold) A + dc + Tap A
Capital Punishment - (hold) A + dc + Up + Tap A
Landslide - (hold) A + dc + A (hold)
Deadly Claw - (hold) A + dc + Up + A (hold)

MAT MOVES:

Choker - Tap A (near head)
Disabler - Tap A (near legs)
Elbow - Tap B

TURNBUCKLE MOVES:

Cruncher - Tap A + A
Ravager - Tap A + B
Leap of Faith - (hold) A + A
Super DDT - (hold) A + Up + A

SPECIALS:

Savage Slam - (hold) A + analogue stick
Meat Hook - (hold) A + analogue stick (rear)



Ali Baba

Not the fairy tale Arab who plundered the secret cave and said "open sesame" a lot, but the once imprisoned Turkish butcher who served many years on a penal colony - and then escaped

STANDARD BLOWS:

Elbow - Tap B (close)
Kick - Tap B (far)
Punch - Up + B (close)
Sly Kick - Up + B (far)
Flying Punch - B (hold)
Leaping Kick - Up + B (hold)

GRAPPLING FROM THE FRONT:

Eye Rake - Tap A + A
Samuretta - Tap A + Up + A
Slam - Tap A + Up + A
Neck Drop - A + B
Suplex - Tap A + Down + B
Melon Twister - Tap A + Up + B
Double Arm Throw - (hold) A + A
Death Rope - (hold) A + Up + A
Big Skull - (hold) A + Down + A
Superplex - (hold) A + B
Strangle Hold - (hold) A + Up + B
Comet Cutter - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Suplex - Tap A + A
Knee Breaker - Tap A + B
Atomiser - (hold) A + A
Stomach Churner - (hold) A + B

ROPE THROWS:

Careless Fireman - (hold) A + dc + Tap A
Arm Lock - (hold) A + dc + Up + Tap A
Brain Teaser - (hold) A + dc + A (hold)
Super Sheik - (hold) A + dc + Up + A (hold)

MAT MOVES:

Farewell Cuddle - Tap A (near head)
Knee Cap Buckler - Tap A (near legs)
Elbow Drop - Tap B

TURNBUCKLE MOVES:

Rush - Tap A + A
Corner Stomp - Tap A + B
Super DDT - (hold) A + A
Megaplex - (hold) A + Up + A

SPECIALS:

Throttle Hold - (hold) A + analogue stick
Blitz - (hold) A + analogue stick (rear)



INDEPENDENT UNION

These tough wrestlers are mostly freelance fighters who can do pretty much as they please – uh, oh!



Wrath (Bow)

There are good reasons for Wrath being the boss character: he's 6'8" tall and weighs about 22 stone, plus he's got an attitude problem and bad breath.

STANDARD BLOWS:

Pain – Tap B (close)
Kick Up – Tap B (far)
Mid Punch – Up + B (close)
Knee Kick – Up + B (far)
Flying Kick – B (hold)
Spinning Arms – Up + B (hold)

GRAPPLING FROM THE FRONT:

Big Arm – Tap A + A
Coconut – Tap A + Up + A
Slam – Tap A + Up + A
Misery – A + B
Pile Driver – Tap A + Down + B
Slammer – Tap A + Up + B
Belly to Back Suplex – (hold) A + A
Statue of Liberty – (hold) A + Up + A
Shoulder Pad – (hold) A + Down + A
Spleen Pincher – (hold) A + B
Log Roller – (hold) A + Up + B
The Hay Bailer – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Shaker – Tap A + A
Atomic Drop – Tap A + B
Brutaliser – (hold) A + A
Big Bomber – (hold) A + B

ROPE THROWS:

Arm Loss – (hold) A + dc + Tap A
Stardust Slam – (hold) A + dc + Up + Tap A
Power Slam – (hold) A + dc + A (hold)
Gorilla Press – (hold) A + dc + Up + A (hold)

MAT MOVES:

Head Twister – Tap A (near head)
Boston Crab – Tap A (near legs)
Surprise Punch – Tap B

TURNBUCKLE MOVES:

Double Back – Tap A + A
Melon Twister – (hold) A + A
Rocket Blast – (hold) A + Up + A

SPECIALS:

Death Penalty – (hold) A + analogue stick
Nuclear Bomb – (hold) A + analogue stick (rear)



Black Ninja

This is a mysterious man who claims to have been trained in the ways of the Ninja since childhood and to have mastered everything. He's not very strong but he has some very flashy moves.

STANDARD BLOWS:

Kung Fu Strike – Tap B (close)
Kick – Tap B (far)
Tau Punch – Up + B (close)
Mid Kick – Up + B (far)
Spinning Kick – B (hold)
Flying Kick – Up + B (hold)

GRAPPLING FROM THE FRONT:

Dragon Fist – Tap A + A
Throw Down – Tap A + Up + A
Slam – Tap A + Up + A
Snake Throw – A + B
Suplex – Tap A + Down + B
Double Lock – Tap A + Up + B
Leg Scissors – (hold) A + A
Undercarriage – (hold) A + Up + A
Shadow Driver – (hold) A + Down + A
Super DDT – (hold) A + B
Leg Press – (hold) A + Up + B
Superplex – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Cat's Whiskers – Tap A + A
Back Breaker – Tap A + B
Torture Rack – (hold) A + A
Reverse Press – (hold) A + B

ROPE THROWS:

Leg Snare – (hold) A + dc + Tap A
Neck Lock – (hold) A + dc + Up + Tap A
Back Stretcher – (hold) A + dc + A (hold)
Lariat – (hold) A + dc + Up + A (hold)

MAT MOVES:

Punch – Tap A (near head)
Leg Trap – Tap A (near legs)
Body Drop – Tap B

TURNBUCKLE MOVES:

Bruiser – Tap A + A
Sardines – Tap A + B
Death Star – (hold) A + A
Dragon Whip – (hold) A + Up + A

SPECIALS:

Back Breaker Bomb – (hold) A + analogue stick
Yin Yang Press – (hold) A + analogue stick (rear)



Shaolin

Another mysterious warrior who has trained with the best of the 'old style' fighters and picked up a few good tricks along the way. Formerly a Tibetan monk – you wouldn't know from his specials.

STANDARD BLOWS:

Mantis Chop – Tap B (close)
Mantis Kick – Tap B (far)
Monkey Punch – Up + B (close)
Monkey Kick – Up + B (far)
Flying Fist – B (hold)
Crane Kick – Up + B (hold)

GRAPPLING FROM THE FRONT:

Head Opener – Tap A + A
Booster Throw – Tap A + Up + A
Slam – Tap A + Up + A
Snake Toss – A + B
Crane Toss – Tap A + Down + B
Landslide – Tap A + Up + B
Turbulent Sweep – (hold) A + A
Giant Swing – (hold) A + Up + A
Big Breaker – (hold) A + Down + A
Super DDT – (hold) A + B
Malice Slam – (hold) A + Up + B
Angel wings – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Kidney Shaker – Tap A + A
Monkey Assault – Tap A + B
Bamboo Stretch – (hold) A + A
Herculean Tower – (hold) A + B

ROPE THROWS:

Fireman Lift – (hold) A + dc + Tap A
Neck Toss – (hold) A + dc + Up + Tap A
Jackal Clench – (hold) A + dc + A (hold)
Tau Trauma – (hold) A + dc + Up + A (hold)

MAT MOVES:

Chicken Pin – Tap A (near head)
Leg Cruncher – Tap A (near legs)
Elbow – Tap B

TURNBUCKLE MOVES:

Barrage – Tap A + A
Iron Punch – Tap A + B
Decapitator – (hold) A + A
Free Fall – (hold) A + Up + A

SPECIALS:

Power Bomber Fury – (hold) A + analogue stick
Mushroom Cloud – (hold) A + analogue stick (rear)



The Unknown

It's not actually that surprising, but nobody knows anything about 'The Unknown' – so you'll just have to play him and see!

STANDARD BLOWS:

Chop – Tap B (close)
Kick – Tap B (far)
Nose Punch – Up + B (close)
Sternum Kick – Up + B (far)
Face Kick – B (hold)
Leaping Kick – Up + B (hold)

GRAPPLING FROM THE FRONT:

Suplex – Tap A + A
Snap Mare – Tap A + Up + A
Flip Flop – Tap A + Up + A
Mad Bomber – A + B
Brutalplex – Tap A + Down + B
Final Nail – Tap A + Up + B
Neck Smash – (hold) A + A
Power Sobate Kick – (hold) A + Up + A
Big Breaker – (hold) A + Down + A
Super Drop – (hold) A + B
Carnage – (hold) A + Up + B
Ramage – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Spine Buster – Tap A + A
Shoulder Breaker – Tap A + B
Rack Slam – (hold) A + A
Trashman – (hold) A + B

ROPE THROWS:

Arm Drag – (hold) A + dc + Tap A
Leg Torture – (hold) A + dc + Up + Tap A
Vertebrae Crusher – (hold) A + dc + A (hold)
The Spinal Tap – (hold) A + dc + Up + A (hold)

MAT MOVES:

No Mercy – Tap A (near head)
Below the Belt – Tap A (near legs)
Elbow – Tap B

TURNBUCKLE MOVES:

Decompacter – Tap A + A
Sardines – Tap A + B
Super DDT – (hold) A + A
Big Slide – (hold) A + Up + A

SPECIALS:

Nightmare Bomb – (hold) A + analogue stick
Monster Tail – (hold) A + analogue stick (rear)



The Claw

He looks and fights in a similar way to The Unknown and also has a mask – in fact most of the wrestlers in the Union wear masks to conceal their identity.

STANDARD BLOWS:

Punch – Tap B (close)
Kick – Tap B (far)
Mid Punch – Up + B (close)
Mid Kick – Up + B (far)
Flying Kick – B (hold)
Spinning Punch – Up + B (hold)

GRAPPLING FROM THE FRONT:

The Claw – Tap A + A
Snapper – Tap A + Up + A
Slam – Tap A + Up + A
Crimson Throw – A + B
Big Hug – Tap A + Down + B
Superplex – Tap A + Up + B
Super Breaker – (hold) A + A
Death Hold – (hold) A + Up + A
Big Claw – (hold) A + Down + A
Super DDT – (hold) A + B
Evil Press – (hold) A + Up + B
Mysteron Bomb – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Lariat – Tap A + A
Knee Breaker – Tap A + B
Big Press – (hold) A + A
Mighty Flip – (hold) A + B

ROPE THROWS:

Take Down – (hold) A + dc + Tap A
Elevator Slam – (hold) A + dc + Up + Tap A
Spin Out – (hold) A + dc + A (hold)
Leg Ripper – (hold) A + dc + Up + A (hold)

MAT MOVES:

Arm Lock – Tap A (near head)
Leg Lock – Tap A (near legs)
Big Knee Drop – Tap B

TURNBUCKLE MOVES:

Corner Pummel – Tap A + A
Padded Cell – Tap A + B
Megaplex – (hold) A + A
Tidal Wave – (hold) A + Up + A

SPECIALS:

Mysteron Slam – (hold) A + analogue stick
Hyper Bowler – (hold) A + analogue stick (rear)



Black Belt

This guy has got a reputation for being an absolute nutter. Not content with being an ex-Green Beret who was kicked out for being too hard, he likes to make his numerous enemies bleed and scream!

STANDARD BLOWS:

Punch – Tap B (close)
Kick – Tap B (far)
Mid Elbow – Up + B (close)
Mid Kick – Up + B (far)
Super Kick – B (hold)
Flying Kick – Up + B (hold)

GRAPPLING FROM THE FRONT:

Mind Slam – Tap A + A
Head Toss – Tap A + Up + A
Pull Over – Tap A + Up + A
Snake Smash – A + B
Pile Driver – Tap A + Down + B
Suplex – Tap A + Up + B
Super Suplex – (hold) A + A
Power Kick – (hold) A + Up + A
Big Piledriver – (hold) A + Down + A
DDT – (hold) A + B
Flip Flop – (hold) A + Up + B
Beret Blaster – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Backflip – Tap A + A
Kamikaze – Tap A + B
Press Slam – (hold) A + A
Sunset Flip – (hold) A + B

ROPE THROWS:

Leg Remover – (hold) A + dc + Tap A
Locksmith – (hold) A + dc + Up + Tap A
Gator Hold – (hold) A + dc + A (hold)
Leg Bar – (hold) A + dc + Up + A (hold)

MAT MOVES:

Face Smash – Tap A (near head)
Leg Wrench – Tap A (near legs)
Big Elbow – Tap B

TURNBUCKLE MOVES:

Trapsman – Tap A + A
Deadly Punch – Tap A + B
Beret Bash – (hold) A + A
Tenderiser – (hold) A + Up + A

SPECIALS:

Brain Pulveriser – (hold) A + analogue stick
Archangel of Death – (hold) A + analogue stick (rear)



Pacoloco

This guy is a classic example of a wrestler trained solely on a diet of Greek and Roman wrestling moves and not martial arts or street brawling – consequently he's a bit good

STANDARD BLOWS:

Straight – Tap B (close)
Kick – Tap B (far)
Mid Punch – Up + B (close)
Mid Kick – Up + B (far)
Shin Kick – B (hold)
Thruster Kick – Up + B (hold)

GRAPPLING FROM THE FRONT:

Face Rake – Tap A + A
Neck Toss – Tap A + Up + A
Slam – Tap A + Up + A
Snake Throw – A + B
Perfect Suplex – Tap A + Down + B
Barn Door – Tap A + Up + B
Super Clothesline – (hold) A + A
Power Suplex – (hold) A + Up + A
Pile Driver – (hold) A + Down + A
DDT – (hold) A + B
Side Butt – (hold) A + Up + B
Damager – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Agoniser – Tap A + A
Inverted Knee Breaker – Tap A + B
Torment – (hold) A + A
Inverted Neck Breaker – (hold) A + B

ROPE THROWS:

Arm Drag – (hold) A + dc + Tap A
Plunge – (hold) A + dc + Up + Tap A
Trash Can – (hold) A + dc + A (hold)
Spine Snapper – (hold) A + dc + Up + A (hold)

MAT MOVES:

Knee to Head – Tap A (near head)
Big Butt – Tap A (near legs)
Turntable – Tap B

TURNBUCKLE MOVES:

Brawler – Tap A + A
Rumble Crumble – Tap A + B
Devil's Drop – (hold) A + A
Dragonplex – (hold) A + Up + A

SPECIALS:

Dislocator – (hold) A + analogue stick
Boogie Bomber – (hold) A + analogue stick (rear)



Shaman

Shaman is a rule breaker by nature and has no regard for the life of the unwary preliminary wrestler who gets in his way. He's broken almost as many bones as he has careers

STANDARD BLOWS:

Double Punch – Tap B (close)
Kick – Tap B (far)
Mid Chop – Up + B (close)
Knee Lifter – Up + B (far)
Special Kick – B (hold)
Ram Raider – Up + B (hold)

GRAPPLING FROM THE FRONT:

Axe Handle – Tap A + A
Chisel – Tap A + Up + A
Slam Time – Tap A + Up + A
Hawk Eyes – A + B
Suplex Toss – Tap A + Down + B
Voodoo Hustle – Tap A + Up + B
Bone Smash – (hold) A + A
Power Fall – (hold) A + Up + A
Big DDT – (hold) A + Down + A
Super Choker – (hold) A + B
Slam Buster – (hold) A + Up + B
Napalm Strike – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Napier – Tap A + A
Drop Breaker – Tap A + B
Flip Throw – (hold) A + A
Frosby Throw – (hold) A + B

ROPE THROWS:

Overhead Toss – (hold) A + dc + Tap A
Execution – (hold) A + dc + Up + Tap A
Avalanche Slam – (hold) A + dc + A (hold)
Gorilla Breaker – (hold) A + dc + Up + A (hold)

MAT MOVES:

Head Lock – Tap A (near head)
Scorpion Death Lock – Tap A (near legs)
Elbow Drop – Tap B

TURNBUCKLE MOVES:

Anger – Tap A + A
Celtic Blast – Tap A + B
Hari Kari – (hold) A + A
Voodooplex – (hold) A + Up + A

SPECIALS:

Dark Slam – (hold) A + analogue stick
Spider's Web – (hold) A + analogue stick (rear)



Master Fuji

This man loves causing pain. He is relentless in his pursuit of the championship belt and will stop at nothing to get it

STANDARD BLOWS:

Chop – Tap B (close)
Kick – Tap B (far)
High Punch – Up + B (close)
Rising Knee – Up + B (far)
Bulldog – B (hold)
Heads Up – Up + B (hold)

GRAPPLING FROM THE FRONT:

Master Blow – Tap A + A
Snap Mare – Tap A + Up + A
Fireman Lift – Tap A + Up + A
Snake Toss – A + B
Suplex – Tap A + Down + B
Pile Driver – Tap A + Up + B
Super Lock – (hold) A + A
Power Slam – (hold) A + Up + A
Big Arm Press – (hold) A + Down + A
Super Driver – (hold) A + B
Volcano – (hold) A + Up + B
Death Lock – (hold) A + Down + B

GRAPPLING FROM THE REAR:

Neck Tickler – Tap A + A
Back Breaker – Tap A + B
Neck Slam – (hold) A + A
Joint Pressure – (hold) A + B

ROPE THROWS:

Leg Break – (hold) A + dc + Tap A
Fuji Slam – (hold) A + dc + Up + Tap A
Grab Smash – (hold) A + dc + A (hold)
Bye Bye – (hold) A + dc + Up + A (hold)

MAT MOVES:

Strangle – Tap A (near head)
Leg Bar – Tap A (near legs)
Knee Splash – Tap B

TURNBUCKLE MOVES:

Pressure – Tap A + A
Sardines – Tap A + B
Painplex – (hold) A + A
Tidal Wave – (hold) A + Up + A

SPECIALS:

Garrote – (hold) A + analogue stick
Big Bomb – (hold) A + analogue stick (rear)

BOSSSES

Here are the moves for the other bosses in the game.



Glacier

Glacier is as you would expect, cool, calculated and never gets hot and bothered. He uses a wide array of moves to disable his opponents and to top it all off, he also has a near perfect track record.

STANDARD BLOWS:

Chop - Tap B (close)
Kick - Tap B (far)
Mid Punch - Up + B (close)
Mid Kick - Up + B (far)
Flying Kick - B (hold)
Spinning Kick - Up + B (hold)

GRAPPLING FROM THE FRONT:

Special Chop - Tap A + A
Big Lift - Tap A + Up + A
Barge - Tap A + Up + A
Brutal Elbow - A + B
Suplex - Tap A + Down + B
The Nailer - Tap A + Up + B
Neck Smash - (hold) A + A
Power Line - (hold) A + Up + A
Big Slide - (hold) A + Down + A
Superplex - (hold) A + B
Malice - (hold) A + Up + B
Mortal Wound - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Back Shaker - Tap A + A
Knee Breaker - Tap A + B
Rack Slam - (hold) A + A
German Suplex - (hold) A + B

ROPE THROWS:

Arm Lock - (hold) A + dc + Tap A
Leg Crush - (hold) A + dc + Up + Tap A
Hip Flip - (hold) A + dc + A (hold)
Arm Drag - (hold) A + dc + Up + A (hold)

MAT MOVES:

Head Lock - Tap A (near head)
Boston Crab - Tap A (near legs)
Elbow - Tap B

TURNBUCKLE MOVES:

Hug Punch - Tap A + A
Glacierplex - (hold) A + A
Dragon Bomb - (hold) A + Up + A

SPECIALS:

Cryonic Kick - (hold) A + analogue stick
Nelsonplex Lock - (hold) A + analogue stick (rear)



Black Widow

This is the only woman in the game - I suppose we're lucky to be blessed with one at all, seeing as wrestling is usually a butch man's sport.

STANDARD BLOWS:

Slap - Tap B (close)
Packet Kick - Tap B (far)
Mid Punch - Up + B (close)
Mid Kick - Up + B (far)
Flying Kick - B (hold)
Head Kick - Up + B (hold)

GRAPPLING FROM THE FRONT:

Uppercut - Tap A + A
Rising Sun - Tap A + Up + A
Slam - Tap A + Up + A
Flexilimbs - A + B
Suplex - Tap A + Down + B
Widow's Peak - Tap A + Up + B
Widow's Torture - (hold) A + A
Power Slam - (hold) A + Up + A
Big Knee Slam - (hold) A + Down + A
Superplex - (hold) A + B
Inverted Slam - (hold) A + Up + B
The Governor - (hold) A + Down + B

GRAPPLING FROM THE REAR:

Crusher - Tap A + A
Slam Breaker - Tap A + B
Press Slam - (hold) A + A
Spider's Web - (hold) A + B

ROPE THROWS:

Leg Lock - (hold) A + dc + Tap A
Flip Toss - (hold) A + dc + Up + Tap A
Avalanche - (hold) A + dc + A (hold)
Cat's Tail - (hold) A + dc + Up + A (hold)

MAT MOVES:

Face Ripper - Tap A (near head)
Stomach Ache - Tap A (near legs)
Flip Flop Fall - Tap B

TURNBUCKLE MOVES:

Tussle - Tap A + A
The Package - Tap A + B
DDT - (hold) A + A
Widow's Pain - (hold) A + Up + A

SPECIALS:

Death Rattle - (hold) A + analogue stick
Bereavement - (hold) A + analogue stick (rear)



Joe Bruiser

We don't know what he is doing here - we don't even know if he is real or just a made up character for the game - but he's cool, and rock 'n' roll.

STANDARD BLOWS:

Right Hook - Tap B
Left Jab - Up + Tap B
Left Uppercut - (hold) B
Right Uppercut - Up + (hold) B
Jab/Straight - Tap A
Right Crossover - Up + Tap A
Header - (hold) A
Big Uppercut - Up + (hold) A

MOVES FROM THE REAR:

Kidney Belter - Tap A
Right Uppercut - (hold) A
Sly Jab - Tap B
Left/Right Jabs - (hold) B

MAT MOVES:

Knee Drop - Tap B

OTHERS:

Forward Kick - dc + B
Pin - dc

That brings us to the end of the *WCW vs nWo* guide - we hope that it's as much fun for you to use, as it was for us to make!





Duke



Nukem 64

Duke Nukem is just about the roughest, toughest, meanest trooper you're every likely to meet but without your help he'll never beat those pesky alien invaders! That's where we come in with our full level by level guide. Come get some!

PRE-PLAY HINTS AND TIPS

1: It's always very important to make sure that you explore everywhere – look out for tiny glitches in the walls and scenery, as these could be secret doorways or weapon stashes.

2: Shoot everything that moves – show 'em no mercy and always use the 'big guns' whenever you can.

3: You'd better shoot everything that doesn't move too, because not only is it senseless and violent (not to mention fun) but you may gain yourself some valuable pick-ups and ammo clips from bins, cans, drums etc.

4: Don't just plough through in a rush. Look around each area that you enter because you may miss air vents and doors, that are vital for progress onto the next level.

5: There is a way to restore your life without the med-kits. All you need to do is shoot either a water hydrant or toilet, then stand over the spray and hold the 'A' button and your health gauge should slowly fill up.

6: There is a very sly way to avoid lava: all you need to do is constantly tap the jump button so that you hop up and down continually and don't stay in direct contact with the lava for more than a second – very awkward but effective.

7: Play the game with carnage in mind. Mass slaughter is on the agenda, so don't play it as if it was a cute, harmless Disney production of *Duke Nukem* (kill, kill, kill, kill!).

WEAPONS THAT MAKE YOU GO "OOH!"

1: **Duke's Doctor Martins** – Tut, tut... what a sad, sad way to kill someone: "Oh, excuse me while I stamp on your foot" D'oh!

2: **Pistol** – A semi-automatic hand gun which, for the first few levels, packs quite a wallop.

3: **Shotgun** – What first person shooter would be worth its salt if it didn't have a shotgun? A very classy weapon but takes its time to re-load.





4: Sub-Machine Guns – Well, there's two, they fire very fast and do an ample amount of damage.

5: Grenade Launcher – Probably the most powerful weapon you'll find on the first few levels. Fire and forget – but don't stand too close!

6: Pipe Bombs – Classic thinking man's weapon. Lay them around the levels with no regard for safety, stand well back, wait for an enemy to stroll over it and press the ominous red button.

7: Shrinker/Expander – You don't get to collect this, you pinch it from some Xenomorphs. If you load it with 'shrink shells' it will shrink the enemy and if you can't work out what else it does, you should stop reading now and go back to bed.

8: Missile Launcher – This one is so great! Mass destruction, totally obscene firing power and looks cool as well. It can also take out loads of baddies at once – bonus!

9: Laser Tripbomb – Another essential part of the thinking man's weapon collection. Place it on a wall and after a two second delay it will set itself and project an infrared beam across to the opposite wall. Anybody crossing the beam will be roasted.



10: Plasma Cannon – You won't find this weapon for a while, but it's the most powerful weapon in the game, so it's certainly worth waiting for. Part of its beauty is that you can 'tap' the button for boring weedy shots or 'hold' the button for a supreme mega-blast – totally awesome!

THE GAME

Level 1 – Hollywood Holocaust

On the first level there's a car with a crate near it; jump into the window – inside you will find grenades. There is also another secret door here, around the corner – it sits between the shadow of the windows. Go out through the windows and onto the ledge for an atomic health. Over on the Projector, where you obtain the red card, there is an atomic health pick up.

Level 2 – Gun Crazy

Climb into the air vent outside the burger bar for some armour. Open the cash register inside for an atomic health pick up and then leave.

There are lots of secret stashes all around here: in the gun shop there is a secret pipe bomb stash hidden in the bookcase, which is three panels along. At the far end of the mini-theatre check behind the screen to find a handy grenade launcher. The second screen in contains a bin, which if shot turns into a vitamin X. In the toilet you can press the hand dryer for the night vision goggles.



To activate the door with the buttons near it you must press the outer two. Behind a red panel at the top of the lift area you will find the blue card. Use the card in the panel of the blast terminal, outside in the street and then hit the inner two switches, then the big switch to drop the building and get the yellow card.

On your way up the ramp inside the club, go through the air vent for some armour. There is a secret door to the left of the crates – don't go to the proper exit but instead return to the hallway and jump onto a small crate to open the secret doorway to the 'hidden level three'.

Level 3 – Duke Burger

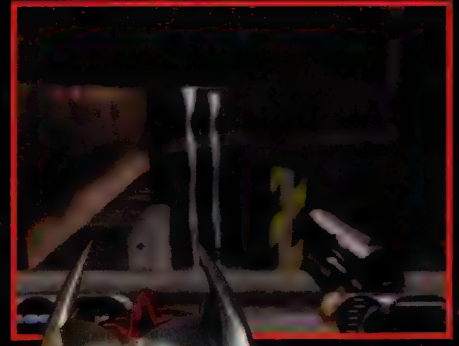
There isn't really a lot of point to this level, as it has no objectives for you to complete. Just take it as a chance to grab loads of weapons and power ups for later on.

Level 4 – Death Row

Get out of the chair quickly and hit all of the switches in the control room. Now go under the chair for ammo, and to reach the switch to nullify the force field around the window. Over in the hallway to your right is a 'babe' to be saved. After you have the force field is down, there is an explosion in part of the corridor – go in and jump right up the pillars for bonuses and the blue card.

Once through the blue door, you must duck-walk and jump your way through the laser trip-





wires and to the only door that you are able to open at the moment. Shoot out the cans for some atomic health.

On the landing outside the showers, the yellow card is sitting on the two trip wires – blow them up with pipe bombs and then grab it and go for the yellow door on the lower level. Once inside the yellow door, first shoot all the piggies and then check the walls for goodies. Next go outside and then run to the left for the red card – taking good care to avoid the turrets – then head back through the red doors.

In the room with the evil green head in it there are two rooms – each with switches that de-activate the force fields that surround the cell-blocks – and a big red door that has bonuses on each pillar that supports it.

Go into cell block two and check the poster of a girl in the last cell, for a hidden tunnel.

Go under the sub, then underneath it and through the hole for the exit.

Level 5 – Toxic Dump

As the water level slowly rises around you, you must submerge and then hit the top and bottom

switches that are at the base of the sub – this widens the gap for an escape. Swim across to find a hole in the rock face that leads you to a grenade launcher and the blue card – go through the door.

Dive back down into the sub for some atomic health, then go in to the underwater passage and swim along, throwing pipe bombs as you go – a path will appear to the 'babe' and a route to the blue door.

To get to the hard to reach areas you must stand on the panels that are marked with the 'industrial check' pattern that are on the floor. Just wait for the claw to come and take you to another area and continue in this way until you land by a glass window, at which point you can go back inside and collect the red card from the panel that's on the wall.



Go back down to the red door on the lower level and then activate the shrinking ray, this will enable you to get in the air-ducts that are under the ray. Then when you appear in a new room, hit the switch and go back to where you were first shrunk and then through the door – move quickly underwater because oxygen will be scarce.

In the room that has a red cylinder and two switches in it, hit the right hand switch only. Time it correctly so you can get between the pillars (when the grey panels appear) and then through to the other side. Blow up the wall in





the stream-flow area for a teleporter. Activate the switch in the control room to open a ledge opposite you, dive into the slime stream and then run upstream for the exit.

Level 6- Launch Facility

It's back into the slime again for this level! Head behind the giant wheel to flick a switch that will deactivate the force field up the ramp. Shoot out the turret before climbing the ramp in the second area of this level. When you reach the top you must press the first three switches – the door will open to reveal the blue card and a switch. Go down through the corridor on the left at the bottom of the ramp.

Hit the light switch and climb up the slope to a panel, where you can raise the rocket up

from the ground outside. Leave here, then walk up the ramp that has a light switch at the bottom and proceed into the room with an 'authorised personnel' sign above it. Hit the switch in the next room to open the massive door, run outside and go up in the lift.

After taking the red card from here you must go to the launch control room – which is on the ground level – and blow up the rocket. Go through the newly opened door to reach a slime stream and then the exit.

Level 7 - The Abyss

Walk along the ledge that you start on to reach the blue card – use it at the bottom of the ravine. Walk in the dark through the cave and when you

emerge, jump across to the tunnel on your left. Cross the broken bridge and jump onto the rock that has a stone tablet on it.

After the terraforming is over, head for the murky cave near the blue card door. Make your way further on, to the room with a little lava pool in the middle and push the red hand-print on the wall to reveal a passage – but make sure you press the other hand-switch before you enter.

You'll find another red hand-switch next, which will raise some steps and at the top there's yet another, which you must push in order to be shrunk by the 'shrink ray'. You can then enter the small cavity to the right. Follow it through until you see a 'waterfall' of lava which has steps cut in to the rock next to it – climb up them and hit the switch.

In the area with the spaceship, check the panel for a lift to reach a 'babe' and then prepare for the confrontation with Battlelord.

Level 8 - Battlelord

Despite his name, Battlelord is a bit of a pansy and as long as you collect the missile launcher from the ledge, he will drop like a very slow, easy to kill thing. Simply strafe around him in giant circles, whilst concentrating all your heavy duty fire-power on him.

Level 9 - Spaceport

At the start of the level you have to stand still to avoid taking any damage from the ship, which will try to take a shot at you.





dive in and grab some much needed ammo. Make your way back to the room where you found the blue card and walk across by the window until you can see a lift – use the card at the top.

To get the red card you must blast a hole in the broken lift and hit the switch, then go up the ramp and press the green button to de-activate the force field in the centre of the main room. Now jump into the hole to get the red card.

Go back to where the four switches are, open the blue door and go through the vent for a 'babe'. Go back to the corridor behind the blue door and use the red card for the exit.

Level 10 – Incubator

Open the doors at the end of the hall that you start in and hit the switch. There is a panel near the door with some night goggles inside, plus some similar bonuses on the opposite side of the room.

Now proceed up the corridor and when it forks, take the right side. Open the armoury and grab the trip-bombs – in another panel there is a plasma cannon. Go into the room behind you and hit the switch to nullify the energy field.

Next head back to where the force field was and take the left route in the hallway behind, to get the yellow card, then go back to the yellow door in the armoury and shoot the switches inside.

Go back to the door which was near the yellow card area and go through it, then jump up to a new ledge and jump into the water – press the circular button when you emerge. Now just go back to the red door and hit the reactor switch to open the exit.

Go back to the teleporter (which is found at the rear) to collect some bonuses, then jump up into the teleporter. Turn around the corner and then to the left. There is a camera screen which, when approached, will open the wall to reveal some lovely grenades.

Head for the red force field and de-activate it by pressing the switch, near the window that

overlooks the field. There are also more bonus items in the middle of the video screens.

To get the blue card you must open the door which is at the bottom of the slope and head for the door at the end, then the card. There is also an air vent which holds ammo in this area.

Go back and get the scuba gear, then press on the grey panel to reveal a small water area;





Level 11 –

Warp Factor

As soon as you enter this level, you should hit the switch that's on the wall directly in front of you, to gain access to a secret room. There is another door that overlooks the reactor – go down in the lift which is found through here and stand back.

When you reach the underground caves, take the left path and then head to the right for the blue card, before going back to the lift. Go to the other side of the room and get in the lift – but be careful of the trap at the bottom. Go along the ramp and turn right at the end, then use the blue card to enter the lift.

You will now go to the warp engine room. Go for the double doors in order to press the switch, which will call a small space ship. Now hit another switch to move the ship to the other warp engine room. After a bit of a battle session, you should at last have the essential little yellow card safely in your possession.

Go to the other engine room by taking the lift down – you'll have to fight a Battlelord at the bottom – and then use the yellow card. At the top of the steps shoot a switch (which is high on the wall) to open a panel in the middle of the column, revealing a lift. Take the lift up to the bridge and ransack the captain's room for bonuses, ammo and a switch, then take the lift back down.

Enter the door which has 'authorised personnel' marked above it and hit the switch which takes out the energy field. At the column there is a ramp that leads up to a switch – so go up and press it. Now head down the escalator and open the massive door, then take the lift down to get to the exit.

Level 12 –

Fusion Station

First open the door and take the night specs, then go down the hall to get a missile launcher. Once it's collected, it will cause a column to rise up with some nice health bonuses attached – hit the switch and proceed.

Use the lift and keep going through all the doors until you reach another switch on the wall, press it and then run to the lift that the baddies used. In the area with the whirling blades (you must not



get touched by them or you die) go along the ledge, across the pool and through a closing door. Dive into the pool and hit a switch, then press another on the opposite side and go into the newly opened lift at the surface.

On leaving the lift, shoot the switch and go in the green door, then head down the corridor. Open the door at the end, then another, and enter the lift. Hit the switch on the right and go through the door, shoot another switch in the next room and then waste the fusion reactor which is in the centre of the room. Once it's done you can take the lift. Fly across the gap to hit the switch and then exit.

Level 13 –

Occupied Territory

Push the switch to open the doors at the start, take a right and hit another switch to open the big doors, then open another door at the end of this for some ammo. Climb up the wall and into a hole to get some energy, then go up the ramp for an air vent and more goodies.

Go back down the ramp and enter the other door, exit through another door and look through a plant covered wall, then ride up the conveyor belt to get the red card. Go through the red door and fight three Battlelords to get the blue card. Next go on through the blue door and press the



button to open another door in the plant covered wall area. Through here you must kill two more Battlelords, before hitting the switch to exit.

Level 14 –

Tiberium Station

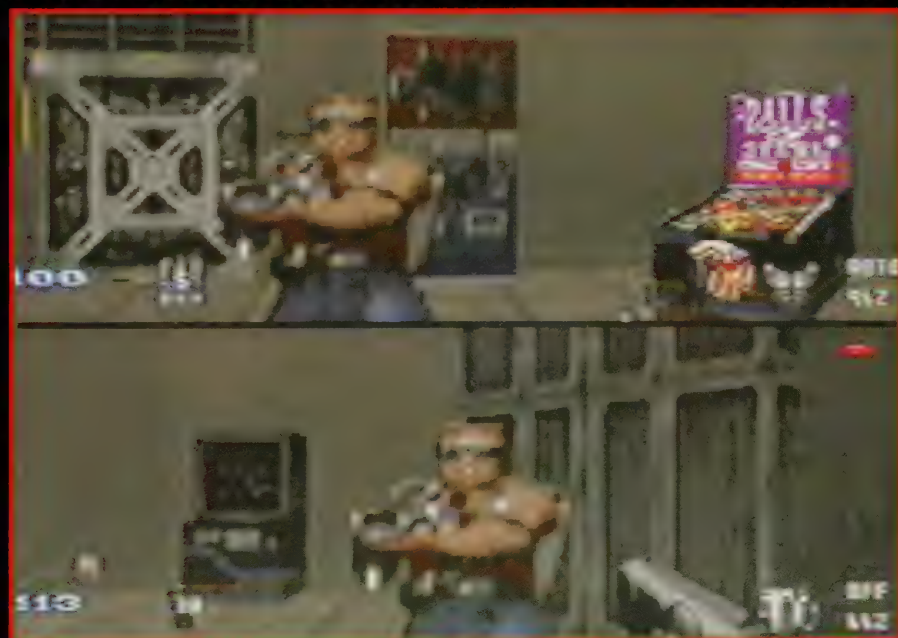
Activate the two switches in the control room – the armoury is opened by switches that run all the way along the ledge outside. As this is a rare chance to grab loads of ammo and stock up on supplies, it should certainly be taken advantage of.

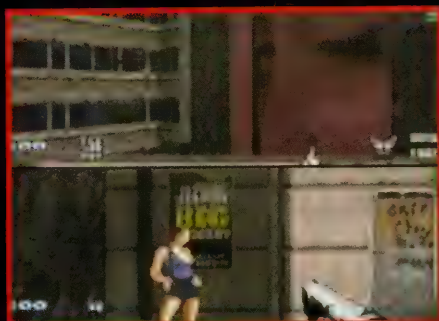
Go through the middle door, shoot the cracked walls to reveal secret areas, then go into all the air vents until you see one with 'A3' on the wall. Now turn right here and drop down for the blue card. To get the red card you must cross the bridge to the red door and take the corridor next to it. Press the switch to form a bridge over the water, then dive underneath the murky water to get the red card. Unlock the red door and kill the Battlelord, then make for the air vents and the exit.

Level 15 –

Lunar Reactor

Head down the tunnel and turn right when you see the '03' on the wall. Go on through the '04'





hallway and open the door – the third stall hides the blue card. Now open the door at the back of hall '02'.

Head into the living quarters and take everything you can – there is a Battlelord here but he's easy to beat. Jump into the red vent, hit the switch and run past the crushers, then hit another switch, run to the air vent and go in. Fly down the pit and save all the 'babes'. On the way back you will see a small cave – collect the goodies and then come out and shoot at the blue ledge.

The yellow card is sitting on the left, as you enter the hall behind the ledge. Get it and then go to the slime covered tunnel. Try to fit into the gap in the cogs and then jump across to the other tunnel to collect the red card. Press on the console for some ammo and use the other console to save a 'babe'.

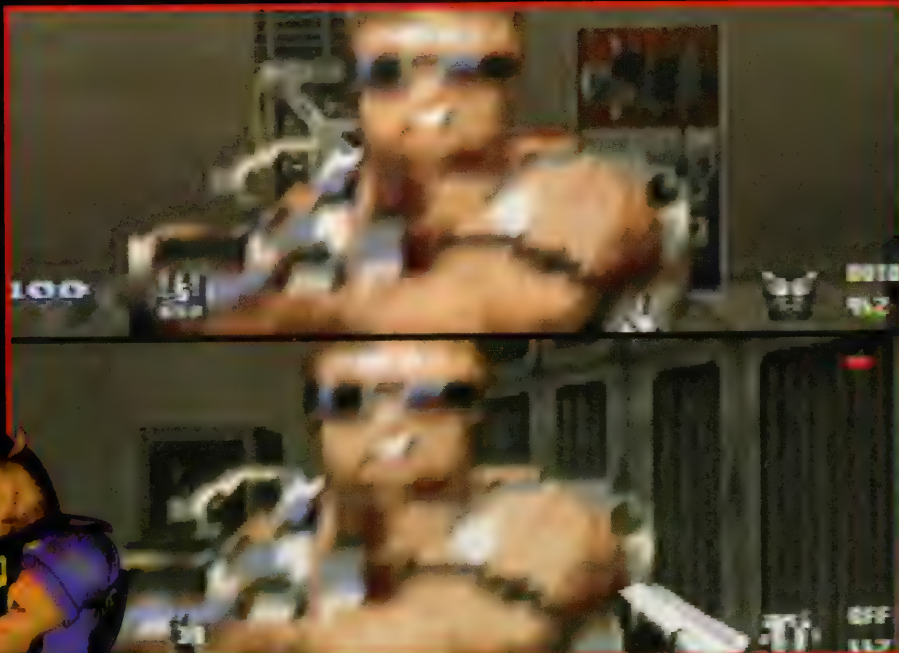
Return to the other side of the cog and take the stairs to the left, in order to go through the red door. Now it's time to return to the cross-roads at the start.

Open the reactor door to fight the Battlelord. Go downstairs and activate all the switches – you can then blow up the reactor and exit.

Level 16 – Dark Side

Take the first lift that you see – this heads down into a subway complex, where you should turn right at the fork. Push the button to call a ship, go inside and press a button to start your journey.

Enter the Alpha terminal and proceed down the tunnel until you reach a room that has a moving floor. Go into the cave on your left for



some ammo and then head for the opposite door. Go to the room with the two water tanks and hit the grey panel for more bonuses. Jump down at the end of the tunnel to open a panel.

To get the yellow card you must travel along the conveyor belt on the left. Go past the crushers (the red floor area) to get the yellow card. Return to the main terminal and open the 'beta' door, use the switch to call for a ship. Go down the line and through a hallway until you reach an air-lock.

Follow the wall to a lift, then push the switch, grab all the goodies from the hole and use the lift again. Go for the dark gap in the crater wall and veer to the right to fight a Battlelord. Make your way to the door. Teleport to the exit area and make your way to the cave. Jump into the monolith and you'll be teleported to an area where you can shoot the wall to reach secret level 17.

Level 17 – Lunatic Fringe

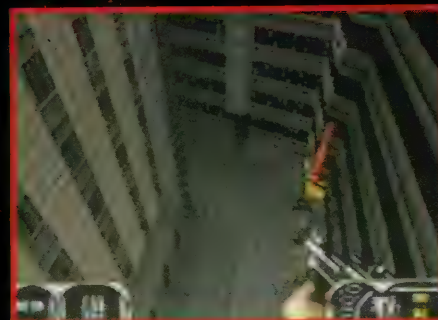
This level is another excuse for bonus pick ups and ammo – although there are some Battlelords and other nasty adversaries, they are all pretty

easily dispatched with the good old plasma cannon. This level also contains a rather good optical illusion but it's not very hard to overcome.

Level 18 – Dreadnought

In the water at the start of the level, you must press the red switch on the wall, grab the atomic health and then surface. Walk across the room and you will see a panel that has four switches on it; you must activate the first, third and fourth to raise the central column up – your next task is to blow up the reactor.

Hit the hand-shaped switch to open the door – you must fight a Battlelord here. After that, run to the door at the end and then down to the





stream which you must dive in. Use the tunnel to surface and go up the ramp, then jump off and across the stream.

Take out the air vent to see the energy field then continue up the slope and hit the switch by the body parts. Now go back to the blown up vent – the energy field has gone but you must now face Overlord.

Level 19 – Overlord

Watch out for the group of alien eggs right at the beginning of the level – grab all the ammo you can carry and open the door at the end. There's a secret door opposite the Overlord door which



has loads of ammo and health inside, so make sure you pay it a visit.

Level 20 – Raw Meat

From the roof, jump over the edge and then into a pool on the left. First of all make your way to the sushi bar (goodies, galore) and go into the tiny tunnel to find a switch to press.

To get the blue card you must go past the blue panel and into a dining area – it's at the back. Go out through the window of the grass covered room and drop into a pool for the red card and a switch, then go back to the blue panel, which is near the sign.

Unlock the blue door and go down the ramp (have a look at the lights while you're here) and then enter the stage for a grenade launcher. Next go back to the sushi bar and go to the far right side of the water conveyor – shoot out the vent and climb up to activate a hand-shaped switch. Now go around the corner and open the double doors to get in the kitchen. Collect the ammo, then follow the corridor to the left and hop on



the conveyor belt, then walk down the ramp to the left. Use the red card at the bottom of the ramp, then use the switch and go through the big door and up the ramp. The building will shake and then you can exit.

Level 21 – Bank Roll

At the start you will be in a severely battered area with some ammo lying around, so do the sensible thing and grab the lot. Walk down the street and head for the bank, then use the ATM. Now you have to jump on the wall around the ATM and walk along it for ammo.

Go back to the garage (which you should have passed earlier) and take the lift upstairs to get the blue card and some guns. Enter the bank and shoot the red switch on the wall to access a secret area, then use the switch behind the desk to open the door.

To get the red card you must hit all three switches behind the desk and then press another switch so that it has three lit bars – this will open the door on the left. Go down the red passage, through another door, grab the red card from the platform and take a dip.

Grab the jet pack and fly out and up to the platform the red card was on to activate the switch behind it: leave by the door.

Go across the walkway and enter the teleporter below. Rescue the 'babe' and use the switch to open the door and then go back into the circular room. Now go back outside the bank vault, use the red card to unlock it, and go through. Nick





everything in the vault first, then get down to the serious business of killing all the Battlelords so you can exit the level.

Level 22 - Flood Zone

Jump in the water and pick up the blue card, the scuba gear and a health pack. Now jump into the waterfall and let it carry you down, then shoot the wall to find a secret passage with more scuba gear and ammo.

Swim to the main channel for an underwater tunnel. Once in the tunnel swim up and surface, climb up the waterfall and grab the bonuses from the water covered building and save the 'babe'. Climb the cliff in order to find the blue card, then go behind it for a secret false wall. Now go back under the water to find the blue panel, use the card and enter.

For the yellow card you must enter the first chamber, grab the ammo, swim through the vines that are draped over the panels and then swim up when prompted by the red arrow. You're now up in an office - head off down the steps, into some water and then into a tunnel: it will take you to a lift and the yellow card. Now you must swim



back almost to the beginning of the level, to find an underwater room that has a yellow panel inside - use the card and go through the door.

Open the next door and use the steps ahead of you, which are partly covered in water, to go down. Now hit the switch down at the bottom to open the blinds. Swim back out to the main channel and go over to the building which now holds the red card. Use the jet-pack to ascend to the roof of the building for a confrontation with a Battlelord, kick his butt and go through the red door.

Once inside you need to hit the 'hard hat' sign to gain access to a secret passage and some health-ups, then let the stream carry you along to a tunnel. Now drop down the hole and punch the exit.

Level 23 - LA Rumble

Walk along the entrance tunnel and shoot the wall, this will let you reach the area above via the ledge. You will notice a round platform - jump on it and then off to the ledge underneath. An earthquake will start, but don't worry because it's necessary for this to happen if you're to progress.



Pick your way down the path and onto street level. Go into the surgery, get the night goggles, the health pack and the blue card. This area should yield you many secrets and hidden bonuses and the easiest way to get them all is to just press against every wall and panel.

Find the tunnel by the drawers and go through to an area where you are able to blow up the wall, do so and then go through the gap you've made to open the blue door.

First use the lift to get on the roof of the building, then rescue all of the 'babes' from the ledge below you. Now use the other ledges to climb up and scramble your way through the opposite building's window.

To get the red card you need to go up the steps and turn left, where you can grab the red card - and various pick-ups - from the room. Use the red card on the bookshelf and step in the teleporter to exit the level.

Level 24 - Movie Set

At the start you should run around the theatre for the blue card. Use it on the panel to enter a room filled with piggies, where you should shoot the vent - once inside take the second left. Jump into the room underneath and go for the door.

At the movie set you should go left to get the yellow card and a jet-pack, then jump up onto a small wall for some health bonuses. Press the area with spray paint for some 'babes' and ammo, then go for the yellow door upstairs. As soon as you enter the next area just lob rockets and grenades in - this will blow up the wall and give you access to the red card, so now go for the red panel.





On your way outside you will fight a Battlelord – ha ha, easy! At the far end of the road there will be an open door, so go inside and kill everything. Hit the hand print switch and follow the sliding panel into a room with the exit symbol.

Level 25 – Area 51

At the start you must fall off the edge and onto the car – don't worry, it won't hurt – then make a hole in the big metal drinks machine-type thing, for you to fall through.

In order to get the blue card you must shoot the fan, climb out and hit the switch on the left pillar – this will open the door to the blue card.

Now go to the teleporter and then back to the car area outside – now head on to the blue door.

In the next area, press the middle button to make the lift active and fly down the lift shaft to collect all the goodies, before flying out and using the lift. Pressing the switch labeled '1' will drop you into another nasty room packed full of bad guys. When it's clear, press the circular button to get the red card, then leave in the middle lift.

The yellow card is more tricky to get: hit the switch labeled '2', jump down through the open door and into another nasty room. Walk on the ramp and get on the conveyor belt for a quick ride, then get in the space ship via the teleporter that appears when you hit the switch. You must take careful note of the button arrangement inside because you can't complete the level without it.



Hit the red switch and then nab the yellow card, rescue the 'babes' and go back in the teleporter to the yellow door – another Battlelord will appear through here. Once he's dispatched you can go into the launch terminal and enter the code (which you should have remembered). If you can do this correctly you will see two switches appear – hit them and exit.

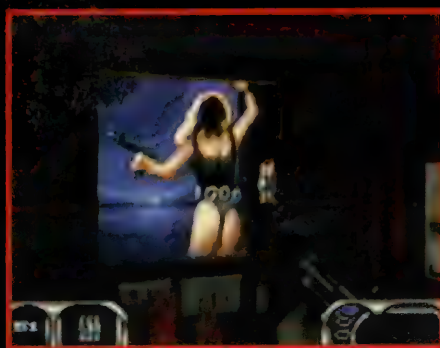
Level 26 – Rabid Transit

First make your way to the end of the station and take the stairs to a long corridor. Go to the end and climb up the wall, then jump across onto the train. Explore the train and get kitted out with some ammo and health, then jet out.

To get the blue card, you need to go to the subway and board the train (the working one) – then blow up the cracked wall to get the blue card and other items. When you arrive at the station, go over the train tracks to find the blue panel. Once through the blue panel door, you should press on the door to the left – this will cause a wall to move and reveal some steps.

Take these secret stairs, which are around the corner – the wall that's at the end of the corridor will blow up to let you grab the red card – and fight two Battlelords.

Now make your way back again to the subway and wait for the train to leave, then follow it up along the tracks until you see a cavity over to the right. Use the red card to open the door – and fight another Battlelord. When he's dead, you can dive into the water and save the 'babe', then swim through the tunnel and surface to the exit.





Level 27 – Fahrenheit

Push the bin away and jump into the stream, letting it carry you away to the blue card. Now go back into the water and back to the main area to find and access the blue door.

Go along the ramp and head right at the bottom to reach a big warehouse, press the picture to reveal a plasma cannon. Jump out of the side window and shoot through the cracked wall to get a hidden passage.

Go up the steps and turn left, then right, then open the door, then the panel and save the 'babe'. There is a switch on the wall which lowers the wall that enclosed the slide pole, jump down to get the yellow card.

Leave the fire station and go on to the television station, use the yellow card and enter. Go up the steps and turn right into the control terminal, then open the hidden door to get the red card. Go back to the steps and go up, then make your way through the big door and kill everything.

Now go back to the area where you found the blue card, swim over to the panel and open the door for a fight with two Battlelords. Hit the switch and climb up for the exit.

Level 28 – Hotel Hell

Head out into the street and jump up on the bin and along the ledge to find the blue card.

Now unlock the hotel and enter. To the right of the drinks machine there is a route that will lead to a 'babe'. Go back outside the hotel and then jump back in through the window (that you're probably now being shot at through!). Press the panel and take the yellow card, then run on down to the hotel entrance area.

Kill the Battlelord and hit the switch by the desk, then use the yellow card to ride in the lift – there are two more 'babes' behind the bar here and also a Battlelord to take out. Hit a panel behind the bar to access the pool – there are a few sharks to watch out for. Take a dip and collect the plasma cannon – tasty!

Now you should go over into the waterfall that fills the pool – it will teleport you to a ravine with a small cave, press the hand-print to open the cave and proceed. You will then (eventually) find some atomic health near a corpse. Now leave before you get crushed and take the exit, which is to the left.

Level 29 – Stadium

At the start of this level you should have a quick look around – you will find pretty much every single item and all the weapons that you will have picked up throughout the game.

In the centre of the stadium you will now see (unless you are blind) the monstrous final boss – the Cycloid Emperor.

Treat this battle as if Cycloid were a Battlelord: strafe right around him in circles and loose off all of the big guns. After a while he will fall and you will become the one saviour of the planet – congratulations, Duke! What a guy!





Fighters

Fighters Destiny is easily the roughest, toughest beat-'em-up on the N64. In this guide you'll find all the characters' moves as well as their 'gain skills'. Now get fighting - it is your destiny...

Destiny

Hidden Characters

Play as Boro

If you want to play as *Fighters Destiny's* most dangerous aerial fighter, Boro from Switzerland, you simply need to beat the game on Easy Mode.

Play as Robert the Robot

For this trick to work, you'll have to beat all opponents, after which you'll receive a message from the Master. This trick will only work if he tells you that you can now obtain Robert. Go into the Fastest Mode and beat all the of the fighters in less than one minute (combined time). You will now be able to play as Robert.

Play as the Joker

For this trick to work, you'll have to beat the game first. After you've beaten all the opponents, you'll receive a message from the Master. This trick will only work if he tells you that you can now obtain the Joker. This one's tough: beat all 100 characters in the Survival Mode, and the Joker will become a playable character.

Play as the Master

For this trick to work, you'll have to beat the game first. After you beat all opponents, you'll receive a message from the Master. This trick will only work if he tells you that you can now obtain the Master. Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character.

Play as Ushi the Cow

For this trick to work, you'll have to beat the game first. After you beat all opponents, you'll receive a message from the Master. This trick will only work if he tells you that you can now obtain Ushi. Enter the Rodeo Mode and stay alive for one minute (or more) and you'll be able to select the Cow as a playable character. Two colours are available: brown and classic cow.

Moves list

KEY

A	A button
B	B button
t	towards
b	back
d	down
u	up
L	left shoulder
R	right shoulder
QCT	down, down/towards, towards
QCB	down, down/back, back
QCR	back, down/back, down
QCL	towards, down/towards, down
##	cannot be escaped
?	diagonal left/diagonal right

All Characters

Upper Attack	B
Middle Attack	?B
Lower Attack	A
Side Hold Throw	A+B
Throw Escape	A+B
Tighten Escape	A or B rapid tap
Return Underarm Throw	
(when being given Underarm Throw)	d+A+B
Inashi	b (hold) A+B
Jump Over (close to opponent)	t t t

Drug Down Fall	
(when holding ring	
corner close to opponent)	A+B
Lie Face Down	L L
Hirari System	
(upper/lower auto guard)	L
Upper/Middle Guard	R
Lower/Middle Guard	R (hold)+ ? or d
Regain Vitality (at general)	A+B
Regain Vitality	
(at Piyori)	tap A or B rapidly





RYUJI

Ryuji

Jab x2 Straight	B B B
Jab x2 High Kick	B B t+B
Hawk Fist	b+B B B
Combo Middle Kick	t+B ?+B
Mach Fist	? B
Spiral Feet	u+A B
Mach Hook	t t (hold)+B
Mach Punch	QCT+B B (keep tapping)
Mini Mach Kick	QCR A A
Mach Middle	QCR B
Flip Low	t+A
Toe Kick	b+A
Flip Low High	t A B
WD Jump Surface Kick	t t A
River Surface Kick	t t A d+A
Mach Spin	t t A A A
Dodge & Attack	? A+B
Triple Low Kick	A A A
Screwdriver	
(from behind opponent)	A+B
mach tomoe	QCT B B B t A+B
Double Arm Suplex	? A+B
Neck Breaker	t t A+B
Mach Buster##	
(from behind opponent at Piyori)	? d A+B

Gain Skills

Triple High Kick	t B B B
Combo High-Low	t B B A
Con 3 Kick	t A B B
Con 3 Punch	B B t B
Surface Kick Mach Punch	t t A B B B
Surface Kick Mach Punch 2	t t A A B B B
Back Mach Punch	QCT B B B B t B
Mach Upper	b b B
Mach Kick	QCR A A
Rock Crusher	QCL B

Gain Skills at Clear

Shinra Bansho Zan	
(when opponent at Piyori)	QCT b B

Leon

Low Kick Double	A A
Combo Knuckle Part	A A B
Straight	t+B
JP	? A
Bull Head	b+B
Elbow Twist	b t B B
Blasphemy Chop	d B B
Reverse Horizontal Chop	t t B
Chopper Upper	t t B B
Scud Kick	? A
Jab Straight Low	B B A
Down Straight	b b B

Down Straight Double	b b B B
Hammer Knuckle	? B
Sharp Thrust	d t+B
Stomping	t+A
Devil Hammer	t A B
Tombstone Piledriver	A+B
Exploiter	t A+B
Coconut Crash	t b A+B
Neck Hanging Drop	t t B d+A+B
Sleeper	
(from behind opponent)	b+A+B
P Special	
(from behind opponent)	d u+A+B
German Return Plancher	
(when being given German Throw)	d+A+B
Windmill	
(from behind opponent)	? d ? A+B
Windmill Special	
(from behind opponent at Piyori)	? d ? A+B

Gain Skills

Evil Hammer	? d B
Solo Hammer	? B ? B ? B
Combo Heel Bomb	B B t B
Double Reverse Horizon	t t B t B
Dry Bull Head	b B t B B
Combo Middle Stuff	A A t A
JP Body Blow	? A B B b B
JP Head Rise	? A B B ? B
Elbow Twist Right	b t B B B
Single Heel Bomb	t t ? B

Gain Skills At Clear

Omega Tornado	
(when opponent at Piyori)	d b u+B



Meilyn

Renshu	B B B
Renshu-Shaso	B B t B A
Renkyaku	A A A
Renshu-Hashu	B B B ? B
Renshu-Chuso	B B B b B
Tho-Thigh	? B
Sho-Koo-Thigh	b B
Shi-Cho-So	? B
Shi-Ko-Rendan	d B B B
Triangle Jump	b b B
Spiral Jump	d b B
Back Jump Over	
(from behind opponent)	t t t
Haiso-Honkyaku	
(when opponent is behind you)	B
Crane	d+A+B
Tenkaku-Tenkakusho-	d+A+B B B B B B
Tenkakushosho	
Middle Tenkakusho	d+A+B B B B t B
Shokaku-Shoukaku-	
Shotai	d+A+B A A A A
Water Moon	t A B
So-Ren-Kyaku	A B A
Sliding	? A
Dodge and Attack	? A+B
Elbow Punch	A+B
Back Knee Kick	
(from behind opponent)	A+B
Shisen-Mangan	
(when opponent at Piyori)	B B A B B A B

Gain Skills

Triangle Heel	b b B
En-Koo-Thigh	? B
Guin-Kaku	t t A
Guin-Ten-Kaku-Guin-Ten	
-Kakusho	t t A B B B B
Gui-Shokyaku-Guin	
-Shokyaku Shotai	t t A A A A A
Kin-Kaku	d+A+B
Butterfly Attack	t B B
Butterfly Clean	t B A
Sliding 2	QCR A
Dragon Jump	A A A B
Cross Elbow	b t B
Shisen-Yakuman	
(when opponent at Piyori)	B B A B B d+B

Gain Skills at Clear

4th Gate Thunder Kick	
(when opponent at Piyori)	QCT+B

*note: Meilyn cannot lie face down



MEILYN

BOSS

Jab Jab Straight	B B B
Jab Jab	b B t B
Combo Ek 2	b B u B u B
Combo U	B B ? B
Dry Low	A A A
Inside High Kick	t B
Rainbow Summer	? B
Combo W3	b b B B B
Combo K	A B
Back Fist	t t B (while dashing)
Joint R	t t B B
Knee Blaster	t hold t B
Combo Knee Smart	t hold t B A
Combo Knee Somer	t hold t B b B
Sliding	b A
Thrust	? B
Raiders Heel	? B B
Elbow Drop	? A
4 Back Fist	d B B B B
Roll Forward	QCT
Water Mill	QCT A
Mau-So-Kyaku	QCT u B
Eagle Crow	b t B
Dodge and Attack	? A+B
Quick Through	t A+B
Swing Buster	d A+B
Choke	
(from behind opponent)	b A+B
Back Breaker	
(from behind opponent at Piyori)	QCB A+B

Gain Skills

High Low Slide Kick	t B A
Joint Sky Cannon	f f B B B
Raising Dragon	QCT ? B
Mau-So-Kyaku 2	QCT u B u B
Back Fist	d B B B B d B B
Plain Step Kick	t A B A
Rainbow 2	? B d B
Rainbow 3	? B d B ? B
Somer Slide	b A B
Elbow Upper	b B t B B



Robert

Practice Right Punch	B
Practice Left Punch	d B
Practice Right Kick	b B
Practice Left Kick	f B
Piston Upper	t d d/t B
Practice Down Punch	b t b
Practice Slow Throw	t A+B
Practice Fast Throw	b A+B
Practice Loose Tighten	? A+B
Practice Fasten Tighten	? A+B
Robert Kick	
(when opponent at Piyori)	t t B



Cow

Jab Shoulder	B t B
Combo Down Shoulder	B B B b B
Iron Mountain Tackle	t t B
Back Beef Kick	
(showing your back to opponent)	B B B B
Back Beef Low Kick	
(showing your back to opponent)	A
Acrobatic Kick	b B
Ready for Fight	
(out of throwing distance) to throw	A+B
Drop Kick (from Ready for Fight)	t B
Horn Head Gun (from Ready for Fight)	b B
Back Surf (from Ready for Fight)	t A
Buzzing Punch	t B
Pile Horn	b B
Beef Ali	b A A A
Dodge and Attack	? A+B
Sainsberry Milk	L L
Tsukamochi Hold	A+B
Back Giant Swing	
(from behind opponent)	t QCR ? A+B



ROBERT





TOMAHAWK



KAZE



Ninja

Duckweed	B
Draw Hand	t+B
Moonlike	t B B
Helmet Crack	b b B B
Dance Draw	t B ? B
Dance Draw Triangle Kick	t B ? B ? B
Flute	t t+B
Hachu	t ? d B
Samurai Sword	? ? B
Knee Wave	b B B t B
Shoulder Hit	d B
Avalanche Feet	? B A
Tsumuji	b t B
Edge Gate	b ? B
Hidden Feet	A B
Dust	t b B
Silent Step	d ?
Silent Fan (from Silent Step)	B
Late Blossom (from Silent Step)	A B
Early Blossom (from Silent Step)	A A
Silent Carriage	? d
Sword Attack (from Silent Carriage)	B
Water Mill (from Silent Carriage)	A
Leap Tail (while jumping)	B
Leap Dry	? B A
Curse Palm	d u B
Phantom	QCL+B b t B ?+B t+A QCB+B
Art of Transform	d d A+B
Art of Back Transform	d u A+B
Ground Fall	? A+B
Hell Gate Knee	t b A+B
Choke Sleeper	
(from behind opponent)	b+A+B
Juji-Sui	
(when opponent at Piyori)	t b t+A+B

Gain Skills

Avalanche Knee	? B A B
Cho-Chu-Geki	t (hold) t B
Phantom Weed 2	
QCL+B b t+B ?+B t+A QCB+B QCR+B	
Moonlike Feet	t B B t B
Mau-So-Kyaku (while Silent Carriage)	B
Evil Spread	
(when opponent at your back)	d+B
Amagake	QCB+B
Rasho-Ha	t A A
True Hidden Feet	A B t B
Armour Crack	b b B u u B

Gain Skills at Clear

Chidori-Uchi	
(when opponent at Piyori)	QCL ?+B b+B

Tomahawk

Jab Upper	B B
Jab Upper High Kick	B B B
Jab Upper Ali Kick	B B A
Upper Drop Kick	b t B B
Double Hook	t B B
Left Fist	? B
Double Toe	b B B
Drop Kick	t t B
Ali Kick	? A
Savate	? B
Camel Savate	? B B
Lariat	b B B
Hell Pile Kick	t t A
Stomping	t A A A
Power Bomb	A+B
Brain Buster	? A+B
Wind Mill Back Breaker	QCR A+B
Choke Sleeper	
(from behind opponent)	A+B
Dragon Sleeper	d d u A+B
Neck Hanging Tree	t b A+B
Atomic Drop	
(from behind opponent)	A+B
Giant Swing (at general)	t QCR ? A+B
Giant Swing##	
(when opponent at Piyori)	QCT+A+B

Gain Skills

KK Blow	t B B t B
Drop Kick 2	t t B
Power Toe	B B d B
Stomping 4	t A A A A
Fight Kick	b B B B
Low Drop Kick	t t A
Elbow Drop	? d A
Quick Quater	d B
Ali Savate	? A B
Back Kick Drop	
(from behind opponent)	u B

Gain Skills at Clear

Final Bomber	
(when opponent at Piyori)	d u t B

*note Tomahawk cannot Lie Face Down



Abdul

Hell Jab	B B B
Bottom Hell Kick	B B A
Hell Senkyu-Thigh	B B A B
Snake Sword	t B
Rapid Snake	t B B B B
Break Snake	? B
Trepang Heaven	d d B
Hell Hands Thrust	t t B
Rapid Hell Thrust	b B B
Hell Wave	b B B B t B
Heaven Thrust	b b B
Head Top	? t B
Heaven Again	d A
Crab Hell	d B B B A
Fire Ball	d d t B
Fake Fire	d d t B A
Saint Dallah	b t B A B
Dallah-Dallah	b t t
Dallah Fish	b t t B B
Back Jump Over	
(from behind opponent)	t t t
Fresh Sea Hell	t A A A A
Seiza Hell	? A
Low Low	A A
Low Low High Toe	A A B
Body Lift	t A+B
Bull Docking Head Lock	? A+B
Choke Sleeper	
(from behind opponent)	b A+B
Hip Hell	
(from behind opponent)	? A+B
Flying Fish from Hell	
(at general)	b b b b d f B
Flying Fish from Hell	
(when opponent at Piyori)	b d f B

Gain Skills

Thrust and Thrust Hell	b B B B B B
Fire Ball Sky	u d B
Hell Jab	B B B
Rapid Snake 2	f B b B B B B
Rabbit Hell	u f B
Dallah Bow	b t B A A
Dallah Cheer	b t B A B B
Poison Hand	u B t B
Pata-Pata Attack	b t t B B A
Bata-Bata Attack	B B A B t A

Gain Skills at Clear

Hell Hyakuretsu-Ken	
(when opponent at Piyori)	d f b d B

Vallerie

Palm Hit	B B
Double-Wall Palm	B B B
Palm Float	B B t B
Energy Hand	B B B t B
Sanda-So-Kyaku	B B B A
Tang-Kay-Qua	b B B B
Elbow Thrust	t (hold) t B
Chutotsu-Teng Attack t (hold)	t B u B
Senka-Renpi	d B B B B
Single Wall Palm	? B
Single Palm Rapid Attack	? B A B
Tiger Palm	b b B
Dragon Palm	t b B
Vivid Foot	? or u or ? (quick) B
Vivid Palm	? or u or ? (slow) B
Somersault Kick	b t B
Skewed Somer	? B b B
Zenso-Sho-Thigh	? A
Zenso-Sho-Thigh 1	
	? A (within four frames) B
Zenso-Sho-Thigh 2	
	? A (between 5 and 30 frames) B
Rapid Ground Palm	t A A A
Ho-Ka	t A B
Dodge and Attack	? A+B
So-Kyaku	A A
Back Jump Over	
(from behind opponent)	t t t
Thrust Away	hold t A+B
Sankyo Throw	? A B
Blitz Somer	b t A+B
Full Nelson Suprex	
(from behind opponent)	A+B
Holy Star Whip	
(from behind when opponent at Piyori)	b A+B

Gain Skills

Double Palm Attack	t B B B t B
Chutotsu-Teng-Chi Attack	
	t t (hold) B u B A
Palm Hit Cancel	B B R
Sanda-So-Teng-Kyaku	B B B A b B
Dance	b B B B A
Long Dodge Attack	? A+B
Eagle Killer	d t B
Elbow Twist Thrust	
(when opponent is behind you)	B
Rashkin-Kikow-Sen	
(when opponent at Piyori)	b b B

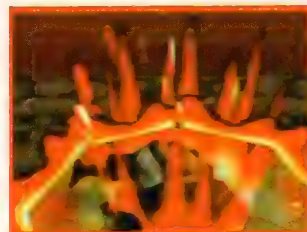
Gain Skills at Clear

Heaven Earth Breaker	
(when opponent at Piyori)	t ? ? B



ABDUL

VALLERIE





Pierre

Triple Jab	B B B
Double Low Kick	t B A
Jolt Running Kick	t t B
Front Somersault	d t
Air Kick	d t B B B
Back Somersault	d b
La Tornada	d b A
Turn Back	t b
Lie Face Down (LFD)	d d
Pillar Cater (from LFD)	b
Worm Bag (from LFD)	d
Front Spring (from LFD)	t B
Back Spring (from LFD)	B
Back Butterfly (from LFD)	A A
King Chang Kick	
(showing your back to opponent)	?/u/? B
Reversal Kick	
(showing your back to opponent)	t B
Double Back Knuckle	
(showing your back to opponent)	B B
Back Heel Tap 2	
(showing your back to opponent)	d B B
Double Back Knuckle Upper	
(showing your back to opponent)	B B b B
Spin Low Kick	t A
Double Spin Low	t A A
Conductor	A A B
Spin Low High	t A B
Face Back Dash	
(showing your back to opponent)	b b t t
Faint Comeback	
(while hanging)	R
Mysterious Dance	d u
Transform	
(power goes up by five grades)	L L
Rolling Crazy	d ? A+B
Spinning Crazy	
(just after somersault)	A+B
Jack Knife Thru	d A+B
Choke Sleeper	
(from behind opponent)	b A+B
Frankensteiner	
(when opponent at Piyori)	t t d A+B

Gain Skills

Infinity Spins	
(from behind opponent)	t (rapid)
Double Spin Low	t A A
Combo Elbow	B B B t B
Combo Crouch Kick	B B B A
Air Low Kick	d t B B A
Quick Middle	b B B
Unbeleeveable	
(from behind opponent)	A+B



PIERRE

Satellite Kick	
(from behind opponent)	b t B
Bamboo-copter	
(from behind opponent)	t d ? B

GainSkill at Clear

Even More Mysterious Dance	
(when opponent at Piyori)	b b t



LEON



Joker

One Two Straight	B B B
One Two High Low	B B t B A
One Two High Middle Low	B B t B ? B A
One Two Low High High	B B A B B
Force Right	t B B B B
Rolling	t d
Head Bat	b b B
Head Upper	b b B B
Somersault	d u
Sole Kick	d u B B B
Sole Savat	d u B B B t B
Sole Ant	u d A
Sole Somer	u d A b B
Combo Summer Kick	B B ? B
Elbow Right	d B B
Triple Counter Hook	t t B B B
Double Jolt Low	t t B B A
Middle High	b B B
Crash Slider	? A t A
Diving Head	? B
Spool	t A+B
(out of throw range)	t A+B d A+B
Hip Twister	? A+B
(out of throw range)	A+B
Dodge and Attack	A+B
Neck Hanging Tree	A+B
Choke Sleeper	A+B
(from behind opponent)	A+B
P Special	d A+B
(from behind opponent)	t QCR ? t (hold) A+B
Giant Swing	t ? B
Plasma Black Heel	QCL B
(when opponent at Piyori)	d A+B
Joker Fan	? d ? A+B
(when opponent at Piyori)	b t A+B
Joker Buster	t b t A+B
(from behind opponent at Piyori)	b A+B
Dark Mill	
(from behind opponent at Piyori)	
Darksteiner	
(when opponent at Piyori)	
Volcano Crossbuster	
(when opponent at Piyori)	
Blue Star Whip	
(from behind opponent at Piyori)	

Master

Master 3 High Kick	f B B B
Master 2 High 1 Middle	f B B f B
Master 2 High 1 Low	f B B A
Rising Attack	? B
Master Back Fist	f f B
Master Sliding	f f A
Master Sliding Heel	f f A u B
Master 3 Low Kick	A A A
Master Guts Fist	? B
Fall Asleep	? B L
Master Mach Punch	d ? f B B B B B
Master Trick Attack	d ? f B B B A
Master Low Hi Painful Kick	f A B B B
Master Bumping Punch	b b B
Master Spiral Kick	? A B u A B
Master Mach Kick	b ? d A A
Geta Fall	b f B
Master Toe Kick	b A
Up 3 Grade	A B B
Down 2 Grade	A B B B A
Tomoe Throw	d A+B
Shoulder Throw	? A+B
Master Mach Shoulder Throw	QCT B B B f A+B
Mach Suprex	
(from behind opponent at Piyori)	d A+B

*note the Master cannot Lie Face Down



FIFA Wo



Possibly one of the most addictive and classic footie aims ever, **FIFA** can convert even the drippiest blazer-wearing schoolgirl into a reliving monster on the joypad. But there's more to being a professional footballer than passion alone - you'll need to hone your skills

A: Road to rld Cup '98

Selection

Strikers

Qualities to define are good speed, accuracy and power.

Midfielders

Creativity is important to keep the game flowing and stay in possession, having healthy stamina and good speed is also vital.

Goalkeepers

Aim for good awareness, passing and speed.

Sweepers

Speed, accuracy and stamina are all important.

Comb through the stats carefully before choosing. Details like team and player selection can make the difference between winning and losing.

Formation

Try not to randomly select a formation without comparing it to the qualities of your players. For instance, don't put everyone up front and attack wildly if you've opted for slower players with defensive quality, who are not prone to attack. Know your attack capability and match it accordingly to your formation. A generally good formation is 4-2-4, with one sweeper at the back and the diamond formation at the front.

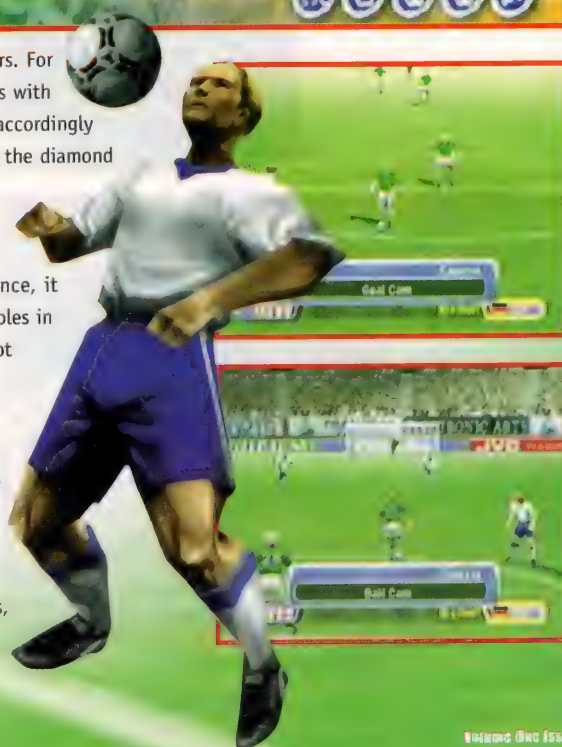
Strategy

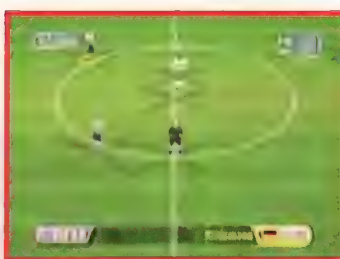
If you want to be bloody minded and put everything on attack or everything on defence, it may pull off – if you're lucky – but it will most likely leave large areas open and puncture holes in your strategy. It's best to rest two-thirds of the way up the strategy bar – aggressive, but not totally defenceless.

Aggression

If in doubt, turn your team into a pack of psychopathic nutters. You may tire your opponents out and wear them all down – whilst possibly sustaining some penalties and bookings in the process.

Your keeper, one midfielder and the striker in front of him are always a good choice to turn into 'Nutters'. However, keep an eye on their fatigue level and swap them after 45 mins, either with other people on the pitch or with subs.





Taking kicks

Let the players' stats dictate who'll take kicks, corners and penalties.

Position

To fine tune the exact location of each player in your formation, use this feature to close defensive gaps and to force openings on your opposition.

Shooting

Play him for a dummy

Fool the keeper into a dive by running to about three yards away from him. When he lurches for the ball, turn on your heels and then shoot at the goal. Although this is a neat trick, higher rated goalies will not fall for it.

The old one-two

Attack the goal with a player parallel to you on either the left or the right. Draw the goalie towards the first striker and then pass to the other, who should have an open goal to shoot into.

Kick it in

A good hardy lob just outside the penalty area may be enough. Alternatively, inside the penalty area, flick the ball into the net with a volley.

Curlers

Boot the ball in from the corner to just inside the 18 yard box and curl the ball towards the inside post.



Free kicks

Run a player in towards the keeper (press your shoulder button once) and lob the ball over that player – as the ball approaches, press your head-on button, and he'll put it over the keeper. Beware you don't drift offside.

Penalties

Keep the ball low and aim for the corners of the goal – the keeper will have far greater difficulty saving these shots.

When the computer takes the penalty, he will always place the ball in the opposite corner to the one he's facing.

Marking

Look through your opponent's team and try to identify which strikers (or even midfielders) are likely to cause you the most trouble. However, avoid tying your whole team down to man-marking or you'll have great difficulty scoring.

Tackling

Quite simply a matter of timing. Be warned; if you slide tackle a player while they're trying to head the ball, it will spell trouble but if you hang back a second you can take the ball while he's still trying to get on his feet. Sometimes it's worth waiting that extra moment or two before committing to the tackle. It may mean the player you're tackling is isolated as he tries to break for a run and more often than not, rushing in will end up in a miss at best and a booking at worst. Only jump a tackle if you're being ganged up on by more than one player, up close – otherwise, side-step or pass.





Passing

Your team will move up the field in one flowing movement. You should have support when moving up the field, although there will be subtle differences in the amount of support, depending on your original game plan.

Throw-ins

If you gain a throw-in near the opposition's goal then manoeuvre a player near the goal, throw the ball to that player and take a one-touch shot at goal. Basic common sense should prove the winning formula. If the ball is being thrown-in near your own goal don't try anything too fancy, just lob it away and out of the danger area.

One-touch

One-touch football is one of the most effective and fastest methods to gain ground up to the goal. If you master it and your formation is spread enough to cope with it then you can weave at speed through the defence and catch them off guard. After a goal kick is an ideal time to use one touch to clear the ball further.

Through balls

Making and using space is one of the most significant problems that all football managers and coaches at every level have got to help their players overcome. It will develop when you have an acute awareness of your surroundings. You will have to judge who is both nearest and fastest to the ball.

Foul play

Immensely satisfying when you are losing but could be costly. If your last chance before a possible goal is conceded is to take out a player, then it may be worth it – especially if it's near the end of the game. However, generally playing dirty is not a bright idea and will lead to bookings and 'sending-offs'. The advantages are causing injury to the opposition and preventing goals but if your tackle leads to a penalty, then you may regret your haste.

Less dirty, but equally stealthy ways of being dishonourable are open to you. For instance, when the other team's keeper drops the ball, slide in the way of his shot. You may block it, take the ball and have a chance at goal. If the keeper dives on the ball, try a soft tackle and you may come out with the ball – and a nice unprotected goal for some shooting practice.



Know the score

Oi, Ref!

Make the crowd say "Boo!" Press the control pad (the cross-key) in any direction while in a two player match to make the crowd voice their disapproval

Show off

Goal animations: each 'C' button is responsible for a specific goal animation. If you immediately hold a 'C' button down after scoring a goal, the selected animation will occur. If you have a favourite animation, find which 'C' button it's assigned to and use it as your chosen way to celebrate





Mortal Kombat

The Adventur

Sub Zero goes it alone in this tricky platformer by Acclaim. Don't leave your icy home without our essential blow-by-blow strategy guide – you need to live up to the legend!



Your Quest

As Sub-Zero you must steal a sacred map from an ancient Shaolin temple. This is the Map of Elements, showing the way to another, still more ancient temple, long hidden from the eyes of mortal men. Within this temple is an artifact that predates man's history on Earth...

The game includes 30 different kinds of enemy, scattered across eight worlds and if you're already familiar with the *Mortal Kombat* range, you'll find Sub Zero's moves are conveniently similar to before.



Controls

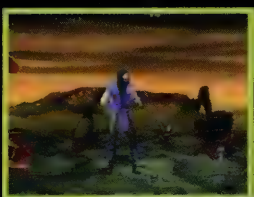
Key:

- P – Punch
- K – Kick
- B – Back
- b – Block



Moves:

- Freeze – D-F, LP
- Slide – b+LP+LK+B
- Ground Freeze – D-B, LK
- Air Ice Blast – D-F, LP (in air)
- Ice Clown – D-B, LP



Combos:

- 1) B+LK, B+HK, F+HK
- 2) HP, HP, B+LK, B+HK, F+HK
- 3) HP, HP, D+LP, D+HP

Shaolin Temple Level

OBJECTIVE – GET THE MAP OF ELEMENTS.

After the first guard, look up at the ceiling to spot the pillars that descend as you approach, trying to crush you. To trigger them, punch the air underneath them so they descend but make sure you're not directly beneath them or you'll be crushed.

When you come to the end of the first floor, jump up onto the wall and somersault from it – your fall will be cushioned by a canopy and you'll land on both feet on the ground level, just reaching the first checkpoint (if you just jump over the wall without standing on it first, you will fall and die).

On the ground floor the guards are a little more vicious and are all armed with swords, so make sure you disarm them swiftly before killing them. The most effective way to do this is to throw them.

Remember, as you win every new fighting bout, you increase your skills and gain Sub Zero's legendary fighting moves. Watch out for the relevant indicators, which will flash up, telling you what fighting move you can add to your arsenal.



On the ground floor you will have to face Scorpion – watch out for his attack of sweeping low kicks. After dispensing with him you'll see a scroll (the Map of Elements) to the left – make sure you are facing it to pick it up. Collect it and it will open a cover on the shaft with the rope in it, located in the previous chamber.

Finish him!

When 'Finish Him!' appears, perform the Head Rip fatality – move one step away then F, D, F, HP.

Climb the rope and when you have reached the top, somersault to the right to complete the level.

Wind Level

You arrive at the entrance to the wind level – go in and dispense with the armed guard.

As you go to the right the wall will be blown away and you can somersault (or simply jump if there is an upward blowing wind) across onto the nearest platform. If the jump from platform to platform looks too much for a mere somersault, it probably means it is! You'll have to wait until an updraft – blowing leaves and debris – blows

t Mythologies

es of Sub Zero



between the platforms, then use it to jettison you safely skyward, over to the next platform.

In this section the perspective will change intermittently – if the platform shakes, take time to adjust to it. Watch out for unstable platforms: if you see the platform shake, jump to the next one immediately – don't worry about fighting the guard, he'll soon be dead anyway if it drops.

The first position marker on this level is located just before the three wind-propelled contraptions with small platforms revolving around them. When you get here, make little jumps from platform to platform and somersault off the last one onto more solid ground. However, note the odd perspective on the last somersault – the foreground is nearer than you may think.

Next you will come across a series of chains suspended from a big rock; somersault from each into the updraft, which will take you up to the platform



from which the chains you were just swinging on are suspended.

Go left until you reach a platform with a golden disc. Contact the disc, as it is a wind icon and can create bridges. This is also a checkpoint.

Now carry on going right. Around here is another unstable platform so be careful to look out for it and get off it quickly.

Eventually you will arrive up at a platform with an orange emblem on it. Here you must use the wind icon you collected earlier to create a bridge. Although it is referred to as a bridge, it is little more than a tornado, and if you somersault into it too eagerly, it will carry you so high that when you come out the other end, you'll fall a great height to your death. Jump gently into it and it should deliver you safely to the other side.

When you come to the collapsing bridge, look left. Under the platform you just came from you will find a second key. Get the key and go back to the tornado. This time ride it up all the way to the top and go right. Open the door with the key.

In this room you will have to fight monks, although there seems to be an endless supply of them, making this primarily a room for fighting practice.

Passwords and Cheats

ENTER THE FOLLOWING CODES IN THE PASSWORD SCREEN:

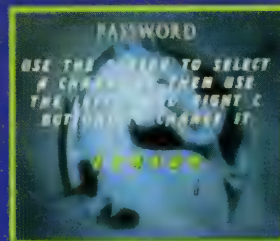
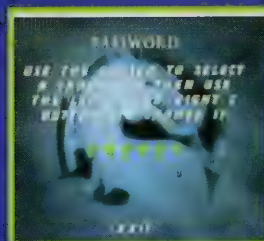
GTTBHF – 1000 lives

NXCVSZ – 10 Units of Vitality

CRVDTS – View credits

ZCHRRY – Warp to last level.

Hit the action button to go right to Shinnok.



Level Codes

STAGE PASSWORD

WIND THWNSB

EARTH CNSZDG

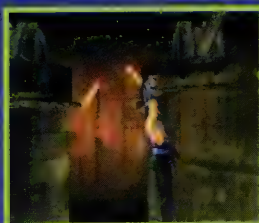
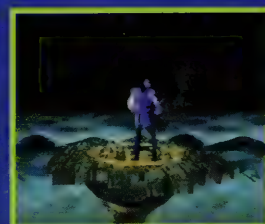
WATER ZVRKDM

FIRE JYPPHD

PRISON RGTKCS

BRIDGE QFTLWN

FORTRESS XJKNZT





At some point here you should gain the directional ice blast move.

Stand on the button and enter the door. Grab the third key but after you have it, immediately run left or the fan will suck you in. Go down the tornado and go right.

Jump from the platform with pillars onto the next platform on the right and run across the bridge without stopping – the floor collapses behind you.

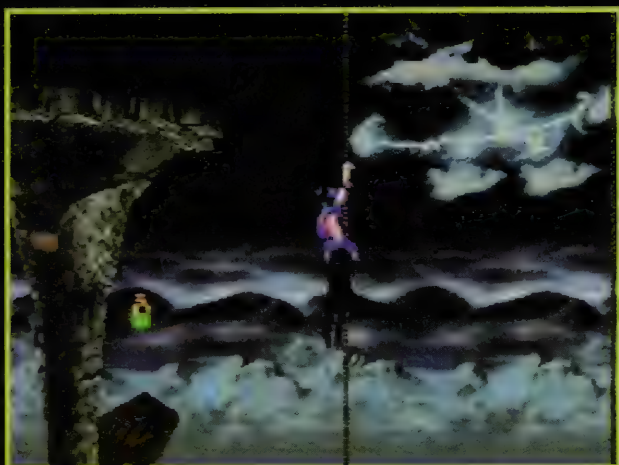
The next major obstacle is a series of swinging platforms of wood, which you must traverse – you'll need to use a supreme sense of timing to get it right. Jump (do not somersault) when each of the wooden platforms pauses to swing back to the foreground.

Open the door with the third key.

You will now have a small number of obstacles to overcome. Walk through the platforms and eventually you will be sucked up to take on the level boss.

Wind Boss

Freeze him straight away. Use combos to deplete his energy and when he flies at you, hit him with an ice blast just as he stops spinning, so you can lay in to him without too much danger.



When he dies you'll create a large tornado. Go as far to the left as you can to get away from the tornado. It will not last long – just enough time to finish the boss off for good.

Earth

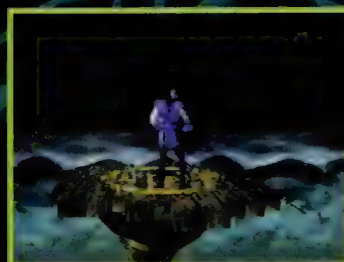
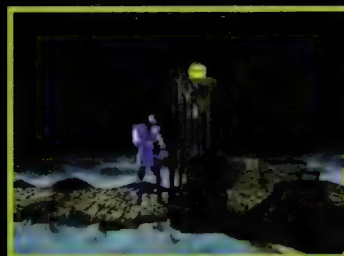
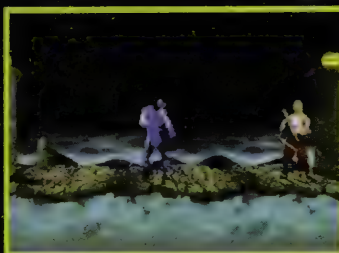
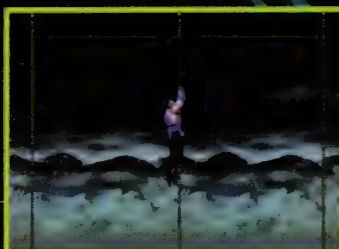
First there's the usual guard, this time with staff in hand, to give you a warm-up fight. After you've killed him, jump over the trap which opens in the ground.

Next you'll come to three metal crushers, all ready to mince you. If you don't time your jump through them correctly. After these there's another hole which opens up in the ground. This time feel free to jump in, as it's not a death-trap but full of life-giving potion. Step on the metal disc to be propelled out of the hole.

Move one space at a time through the half dozen swinging axes suspended from the ceiling. Do not descend the rope or you will be killed. Instead, jump on to the ledge on the right, avoid the single axe and keep moving. There is one more crusher to jump through and a deathtrap in the ground on the other side, so time the jump so that the ground is closed when you land.

Two more axes swinging from the ceiling bar your path next. In between them is a yellow square – you have to collect this as it is a vital door key. Watch out for the ground opening and closing below the key. If you mis-time it then you will die.

With the key in hand, return to the shaft where the rope was and climb down without hesitating (the ceiling will come down after you, crushing you or knocking you off the rope if you're



not quick enough). When you get to the bottom, use the key in the door and enter.

Fight two rather nasty guards and get onto the metal device, which will propel you up to the higher ledges.

Go left first to collect the **potion**; you'll need them later. Next go to the right side of the higher level and use your freeze blasts to kill off the two floating Buddha type baddies, who're levitating up there.

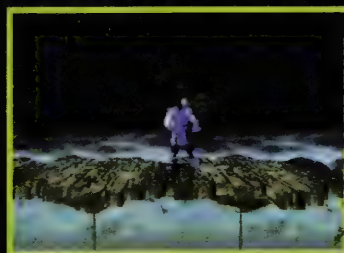
Be careful that they don't back you into one of the two traps in the ground – it's best to fight them from either the far left or far right, as in the middle there's more danger, with the deathtraps to contend with as well.

Earth Boss

A doorway opens on the right – enter it. Prepare to fight a guardian: use somersaults, high kicks, high punches and Rying combos but don't attack in one fierce burst, as he will trap you in his powerful arms. Instead, fight in bursts, **back off** and keep replenishing your health with the herbs and potions.

On the right, operate the switch on the wall. Jump on to the chandelier and it will take you to the second key. Grab it and head left.

Use the key under the rope with the correlating symbol – this will





open up some passages. Climb up the rope and keep going, when you reach the next rope, pass it and keep going left. Mount the spring and it will throw you up to the next section.

At the top is a mink to fight – kill him and get the key. Jump into the hole that opens up in the ground. Get a free life and go up on the other side of the fence.

Go right, across the rope and head through the obstacles to get herbs and a potion. Return to the rope and go up, then right and use the third key.

Water

Head right – don't go down the first rope – and keep going right. At the second rope go up, then right, and fight the four armed guards. Climb up the next rope along, climbing until you can go no further – ignoring the small doorway halfway up for now. Go right and then up the next rope. Take the left entrance and you will arrive at checkpoint one, where you can collect the first key.

Return to the rope and double back. Go down the rope, left, down the next rope, left again, down the next rope and then enter the first tunnel entrance on the left. Run to the next vertical shaft and go down the rope until you arrive at the first entrance – this is



below the point where you started the level and above the ground of the vertical shaft. Now go right and then somersault over the electric eel, into the next vertical shaft and onto a rope. Go down the rope and head left. Fight the guard and use the key to open the door on the far left.

Enter the large silo-like circular room. Quickly get on top of the wooden barrel, as the room will swiftly fill with turbulent water – if you're not on the barrel you'll drown. Stay on the barrel as the water level rises. When the barrel eventually drifts to the left and stops next to an entrance, step off and arrive at checkpoint two. Here you'll find a triangular key – collect it.

Step back onto the barrel and the water level will lower, leaving you on dry land. Return to the nearest rope and climb up it, then head right – careful of the electric eel! Now go up, right, up, right and up the shaft halfway, then jump into the small doorway, where you will find the door which the triangular

key opens. Unfortunately, if you open the door and just stand there you will drown. Facing backwards, use the key then run quickly out of the passage without hesitating!

Go down, left, down, left, down and right, cross the pool with the barrel and grab the key. Go back to the rope and go down. When you get to the bottom go right, up and right. Open the door.

Water Bomb

He will juggle with you and if you duck or block he just whacks you! You have to stand and block and freeze him. When one freeze connects, attack in combos of six.

Fire

The first enemy here is a guard who attacks you at incredible speed, so fast that you can barely see him approach. However, if you attack him accurately





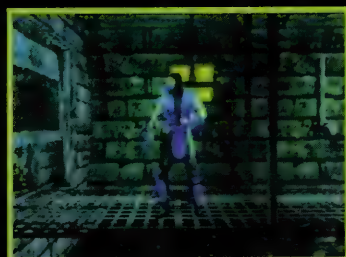
he won't last more than a few blows. The Ice Clown move is useful here.

The next foe is a big muscle man – if he gets a grip on you, he'll toss you about like a rag doll, so don't let him in too close.

Jump over the steaming holes in the ground. Grab the golden artefact which is hovering over the first platform and you'll get a brief glimpse of the location that you're looking for, with a key over it. You can not take the artefact with you.

Just before you come out of the temple you must find and pull a lever – you'll find it just before the exit. After pulling this a platform will lower. Run over and grab the platform and it will take you up to the first key. Now go right.

You will reach a rope, go down it and follow the path to the next key.



3x

KEY

URN

B COMBINE

A USE

R POWER UPS

WATER ICON

THIS IS ONE OF THREE ANCIENT SYMBOLS REPRESENTING THE POWERS OF WATER. THIS SYMBOL OPENS A DOOR WHICH EXISTS AT THE LOWEST LEVELS.

EXPERIENCE POINTS

MAX PTS CURRENT LEVEL

1929 2375

6 power-up icons: 1 globe, 1 fire, 1 water, 1 lightning, 1 ice, 1 generic.

Return to the rope and go up. Go right and keep heading to the right, cross the scales, go right, up the rope and right again.

Pull the switch and a platform will lower on the left. Pull the switch and then run left and get to the lower area. Grab the final key and pull the switch there and a platform will rise on the right. Run right, jump on it and go to the next exit door, where you can use all three keys.

Fire Boss

Be warned – this boss is 'unfreezable'. As he comes for you, foot sweep him and follow up with a six move combo.

Prison

You'll have to fight off the two prison guards and they're armed with weapons that fire green energy-sapping bolts at you. It's hard to get close to them

as they defend themselves well, so it's best to use Ice Blasts to freeze them before disarming them.

Dodge the massive hammers striking the ground and do it quickly, as you're still under fire from another guard on the right. Once you've dealt with the





last guard, the door on the right will open and a one-on-one fight will ensue with a deadly blade-turling villain.

If you win, the door on the right opens and you will be at a checkpoint. You'll immediately come under fire from a man with a hand-held cannon. When you kill him and jump onto the next platform a new guard appears and fires at you, so don't hang around! Make your way to the right and somersault off the last platform to the right. You may have to fight two hooded monks as well, who will prove a handful.

Eventually – when you get past the electrified gate – a sequence cuts in, where you get cllobbered, captured and thrown in jail.

Undead Scorpion

Fight the Undead Scorpion. Freeze him and follow through with combos. If he spins you, hold block.

Go right and grab the elevator key. Go left and up the first elevator. On floor one go right and collect the second key. Jump off the platform to the right. Land on an elevator. Go up to the second floor and go right – time to fight the Saw-Blade Robot boss.

Saw-Blade Robot

Run in and use HK, HP and jump kick. Back out of range again while he has a berserk moment and then repeat. Grab the key to level three from there and go left, back to the elevator where the hammers are located. Now go up to



the second floor and go right. Here you will find the elevator which will take you to the third floor. Take it and grab the Urn.

Run right and jump off the edge – you should land on the elevator. Go up and right. Go to the third floor on the next elevator and go right. Use the Urn of Strength and jump kick the statue of Shinnok quickly. It will fall and you can proceed.

Bridge

Head right and fall off the first edge – it's a band jump. Another path will then become apparent, as you land on your feet. Follow the path down – once you have passed the electric gate you will challenge the Dinosaur Rider.

Dinosaur Rider

Wait for the dinosaur to charge you and then do a late jump kick. Do it one more time and then get out of the way. If the dinosaur decides to breathe fire at you, then you can jump in for just one punch and then get out – make sure you remain patient.

Grab the first key, go back up to the top and head right. It won't take long till you come up against boss two – so be prepared.

Mecha Flamethrower Armour

Try not to let him get too close to you or he'll bounce you all over the fence. Run up and do a high kick, then follow through with a swift jumping kick and back out of range from his powerful arms. If he tries to move forward, run in and attack.

Grab the second key. Go right and grab the free life. Go right and jump over the spinning blades.

Machine Gun Mecha Armour

Use the same attack plan as with the previous Mecha Boss. However, note that you can't run through bullets as you could through fire!

Go right, jump straight off the boss platform and keep going right. Jump the first gap and fall through the following one.

Mecha Flamethrower Armour

Use exactly the same strategy as for the previous Mecha Flamethrower boss. Grab the third key and then take the elevator up. Go right, running past the tentacles so they can't get you. Jump over the spikes, fight the guards and use the keys. You're over the bridge!

Final Boss: Shinnok

Incredibly, you can't kill him! Wait for him to do a fireball and then freeze him. Run into the opposite portal and get behind him, freeze him again then go up to him and hit L1.

Grab the amulet and Shinnok will turn into a monster. Run to the portal that opens and watch the ending.

Congratulations, you've done it!





Pilot Wings⁶⁴

Become a master of the skies,
with our tips on all the skills you
need to perfect your flying
techniques for the rocket-pack,
hang-glider and gyrocopter



Who's the best character to use for each event?



Birdman:
Lark



Cannonball:
Robin



Sky Diving:
Boose



Jumble Hopper:
Kiwi



Hang Glider:
Boose

Rocket Belt:
Ibis



Gyrocopter:
Hawk



Beginner Class



Hang Glider

Recommended Character -
Lark/Kiwi

Catch the first thermal and fly through the three rings. Use the blue button to slow down, for a gentle decent and landing.



Rocket Pack

Recommended Character -
Hawk/Robin

Pop the balloon and return to the landing pad. Use the roller to locate the balloon and the zoom view for landing. We recommended that you use the Z-button for gentle landing.



Gyrocopter

Recommended Character -
Lark/Kiwi

Accelerate using the blue button and fly through the rings in order of their distance. Turn and begin decelerating for a gentle landing.



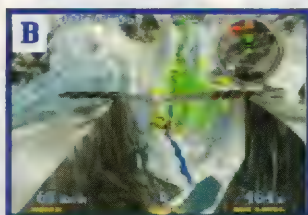
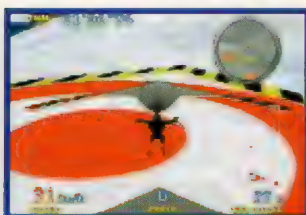


Class A

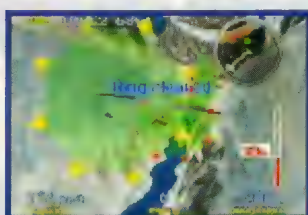
Hang Glider

Recommended Character –
Goose/Ibis

A. Catch the first thermal up and then glide in to take a photo of the flame. Try to get the flame as large and as centred as possible. Decelerate using the blue button for a gentle landing.



B. Immediately push your glider down to fly through as many rings as possible, then pull sharply up and to the left to make your way towards the landing area.



Rocket Pack

Recommended Character –
Hawk/Robin

A. Make your way through the rings in as little time as possible, then make your way towards the target and a gentle landing.

B. Land on each of the floating pads following your radar and make your way towards the landing pad.



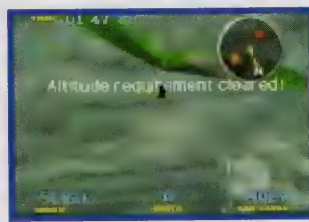
Gyrocopter

Recommended Character –
Hawk/Robin

A. Fly through all the rings using the radar. Use the angle that the rings are positioned at to make your way to the next ring.



Class B



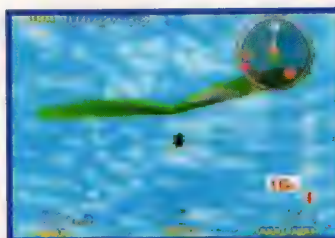
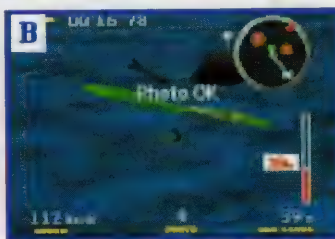
Hang Glider

Recommended Character –
Goose/Ibis

A. Use the thermals in order of altitude, to climb up to 400 m. Once this altitude is achieved, go towards landing site.

B. Take a picture of the whale, catch lowest thermal, then make your way towards the fountain. Take some pictures, then catch the thermal and land.

C. Catch a thermal, circling inside until the clock reaches 2:30, then descend to land.



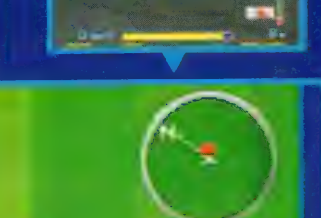
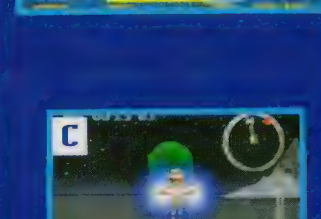
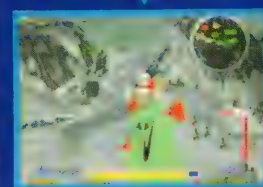
Rocket Pack

Recommended Character –
Hawk/Robin

A. Pop all the balloons in as little time as possible, then land. Pop each of the smaller balloons that come out of the large balloon as quickly as possible, otherwise they will roll away.

B. Fly through all the rings and make way towards landing point. Try to fly through the time rings – they give you more points than the bonus rings, then land.

C. Push the ball into the goal. This is easier to do if you keep the ball in the air.




















Gyrocopter

Recommended Character – Link/Whit

A. Fly through all the rings using radar to find your way. Try to get through the bonus rings under the bridge because they give you more points.

B. Destroy the ten missile targets using radar to find your way – it's easier if you go slowly. The missiles are affected by the wind – take this into consideration when firing.

C. Hit the Meteor Hammer five times and don't get hit by rocks. Try to stay low and wish him for the online time – 1 hour!! Easier to just kill him.

Pilot Class













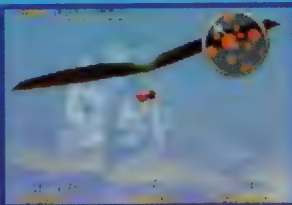
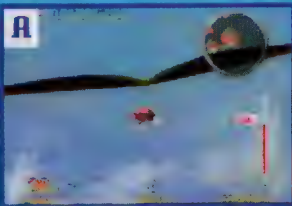

Rocket Pack

Recommended Character – Hawk/Robin

A. Fly through the cavern as fast as possible – USE Z!!
The second view comes in handy when descending.

B. Push the balloon into the goal as quickly as possible.

C. Land on the floating pads in order. Use your radar to locate them. Your fuel is filled each time you land on a pad.



Hang Glider

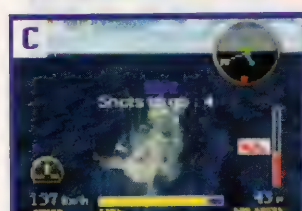
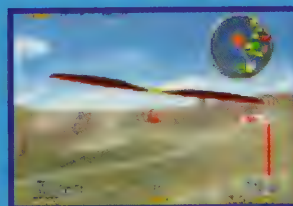
Recommended Character –
Gang/Dolly

A. Try to get as high as you can using the thermals within four minutes. Time does not matter in this event, so only come down when the full four minutes are over. Always look for the closest thermal that's low enough for you to ride. We'll find it easier to climb up higher when you're going slowly in the thermal.

B. Fly through eight of the 15 rings – all of them are worth the same amount of points. Always watch your altitude and look out for thermals.

C. You must take a photo of Mecca, the prison ship, and the space shuttle as well.

First locate them on radar to line up for your pictures. Get close and zoom in. Try to get as high as possible so you can get close enough to score big points on the space shuttle photo.



Gyrocopter

Recommended Character –
Hawk/Robin

A. Fly through all of the blue rings and as many bonus rings as possible. Check the radar for the location of

the next ring. Each time you fly through a blue ring, the next will appear. Once again, use the angle that the ring is located at to find next one.

B. Destroy 20 of the 30 balloons by ramming them or shooting them. Try to line up a couple at a time, then unload your arsenal.

C. Destroy Mecca Hawk with five missile hits. By attacking him from high altitudes, it is easier to avoid ice chunks. Mecca Hawk cannot be harmed under water, so don't waste your missiles.





Cheats

Warp between the Cities in Little States

There is an airplane hangar just north of the Seattle Space Needle that has a yellow and black striped square in front of it. Using the Rocketbelt, land on the square and face the hangar. You'll see a small gap between the doors of the hangar. Fly into this hangar and land. When you exit the hangar you will be in Florida by the Shuttle. Now enter this hangar and exit again and you will find yourself back in Seattle once more.

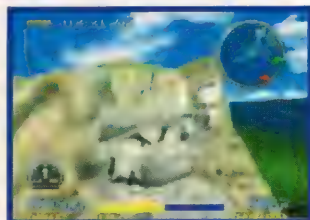
When entering the hangar, you must fly through the top half of the gap, because if you fly in through the lower portion though, you will not be transported.

With the Jet Pack, head to New York and land in Central Park. Just to the west is a green building with a ground level entrance. Fly out the opposite door and you'll end up in San Francisco. You can also fly back to New York.



Wario for President

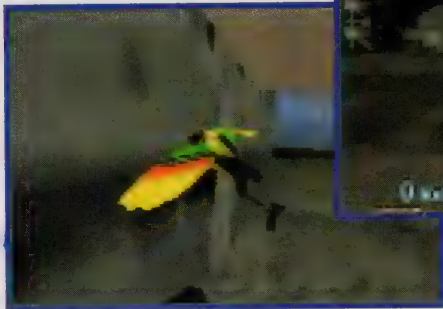
In the Cannon Mode, aim at the Mario face on Mt. Rushmore. If you hit him in the face, you'll get a bit of a surprise. When the camera pans out, you'll notice that Mario's image in Mt. Rushmore has been replaced by Wario. You can get just the same results by shooting Mario's nose in the gyrocopter.



Unlimited Fuel

There is a gas station in the Little States that will give you unlimited fuel for free! This handy extra is located at a road junction in the southeast, between the space shuttle launch pad up in Florida and the Mississippi River. Just land in the parking lot, between the sign and the building, and cross or touch the centre line. Your fuel tank will be filled automatically.

If you're flying the gyrocopter, just make sure you don't come to a complete stop, or the stage will come to an end.



The Birdman Stars



Crescent Island:

In a hidden cove on the beach.

Holiday Island:

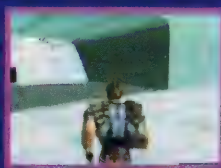
There is a small arch off the side of the island, almost like a small tunnel. If you fly under it with one of the vehicles, you'll see a star – touch it and you'll be instantly transported to Birdman on Holiday Island. Also if you, CAREFULLY, fly into the small cave beneath the castle and fly back out, you will find that it has become night time.

Everfrost Island:

To reach the star here, you have to first find the small area where there are a lot of small waterfalls. At the top of the waterfalls are two caves. Go into the one on the right and fly through there to find the star. Also, if you fly to the top of the highest peak you'll find an N64 flag.

Little States:

To find the star you must travel to New York City. Once there, land in Central Park and the star will be there waiting for you.



Shadows of

You need more than a shiny Light Sabre and a daft name to beat the Force of the Empire – you need GAME BUSTER's top tips!

Level 1 – Battle on Hoth



■ Stage 1

In this first stage you must destroy four Imperial probe droids. After the introductory animation showing your neat Snowspeeder flying over the generator, select a viewpoint. We'd suggest you should use the in-cockpit view to begin with, at least for your first few battles, as you will find that the crosshairs are useful.

The Probe droids aren't too much trouble to destroy, as they only take a couple of hits before they blow up. But it's a good idea to line them up in your sights from a distance, because they are small and it is quite possible for you to fly by them without hitting one.



■ Stage 2

The next stage features AT-STs and these can be taken out with laser fire. When you hit one, a gauge will appear at the bottom of the monitor to show how much damage it has sustained – when the count shows 0% the walker is destroyed.

The key here is to stay out of the line of fire and attack the



Scoutwalkers from behind. If you have difficulty lining up the AT-ST units, continue to make your passing runs – impatience will result in severe laser-burn.

Beware of crashing into the Scoutwalkers – break off your attack while you still have time. It is very tempting to stay in line, especially if the 'walker is down to say, 20% damage, but no – it's all too easy to miss the target with your laser and collide with it. This should be done as a last resort, when your Snowspeeder is about to blow: at least you take one of them with you!

■ Stage 3

Destroy the two AT-STs, the two droids, and one AT-AT. It's a very

good idea to take out the small vehicles first, as these will do more damage to you than the AT-AT. If you try to trip the AT-AT straight away, you could find yourself in a crossfire which will cut you to ribbons in seconds.

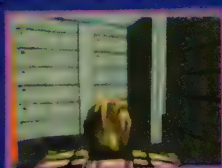
It is possible to destroy the AT-ATs by shooting them with lasers, but this will take ages and it is far cooler (and quicker) to take them out like Luke did in the film, with your tow cable. Fly towards the AT-ATs legs and the computer will tell you when you are within range to fire the cable. Press the trigger button to fire. After the cable is away, your view will then change to an external one, where you will have to make several sweeping passes to pull the AT-AT down. Make sure you stay close to the Walker, otherwise the cable may become detached or you could find your ship crashing into the burning wreck of a Scoutwalker you dispatched, moments before.

■ Stage 4

Destroy four droids, four AT-STs, and two AT-ATs. Same as above, except twice as many enemies to destroy. Follow the tactics in stage three and you'll have no trouble at all, as you will find them in two groups, totally separate from each other. Just take it one group at a time.

General Tips

- It's not a good idea to fly too close to the ground because you'll end up crashing into it. This will damage your ship and it's hard enough trying to defeat the Imperial army, without flying an old banger with smoke belching from the back
- To get tighter turns, use the left and right breaks accordingly
- Fly away from the target to line up a longer attack run, allowing for more shots on your target
- When trying to pull an AT-AT down with your tow cable, fly close to his legs – about knee height – to avoid crashing into the remains of AT-STs you may have blown up earlier



the Empire

Level 2 - Escape from Echo Base



The object here is to escape from Echo Base, surprisingly enough. To do this you must activate the power generators, in order to open the hanger doors and escape in your ship, the Outrider

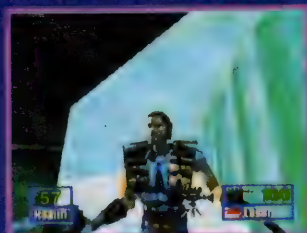


collect the health hidden in a crate. Open the door at the end of the passage - you will find a Stormtrooper and another 25 health inside. Collect these and turn to face the red tank.

Opposite this tank you'll find a secret door, behind which are seeker gun shells and a challenge point. Continue through the next room, back out into a corridor and you will reach a door on the left - inside you will find a Stormtrooper and two big Hoth Wampas (behind bars). In one of the cages is the seeker gun, so



if you want it, you're going to have to activate the door release and let the Wampas out! This isn't so bad, as you will find the Wampas will turn and fight each other, rather than go after you. Let them take it out on each other and then kill the winner of the fight and collect the seeker gun. Go back out into the corridor and on the right, you will find



four boxes stacked against the wall. Blast these and you'll see they were hiding a challenge point and 40 health points.

Destroy the gun at the junction in the corridor and turn right. Eventually you'll come to a bridge over a huge chasm, guarded by a probe droid and Stormtroopers. To the right of this is a ledge with a challenge point and seeker bullets on it - jump over to it to claim these. Now cross over the bridge and head left, round to a dark tunnel - go through this and you'll meet Stormtroopers and a probe droid on the other side.

After dispatching these, head round to the right and you'll find seeker bullets and a challenge point. Follow the path up to the top and down a tunnel to an elevator. Stage one complete.

Stage 2

Go through the elevator doors and you will reach a large room, with two power generators left and right. Go to the right one and jump up into it, then go round to the back to find five health points accompanied by a challenge point. Go back to the entrance and up onto the walkway.

Straight ahead are an extra life and a challenge point, hidden in a room which you have to jump to. After collecting these, jump

back onto the walkway and you'll have choice of routes to take. It doesn't matter which one you take, as both lead round to the generator control room. Once here, activate all six switches to start up the generators and head straight back down the walkway opposite the exit. Go down this corridor and open the door at the end of it - you'll notice something unusual about the floor, it's moving apart!

Jump to the left hand side if you want to gain yourself another challenge point, then make your way carefully down the side and jump back onto stable land. Take the lift back up to the surface and get ready to fight against the Scoutwalker.

BOSS

Defeating the end of level boss is a simple matter of standing directly underneath him and shooting him in the belly.

It's possible to get invincibility before fighting him - it's on top of the walkway directly to the left as you enter the room, but I doubt if you'll need it.

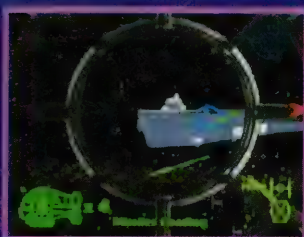
Also on the walkways, you will find extra health etc.

Now go through the door which opened when the Scoutwalker was destroyed and blast the four crates at the corner. Through here is a Wampa, guarding a challenge point.

All you have to do now, is to go back into the corridor, kill all the Stormtroopers that guard your ship and escape!

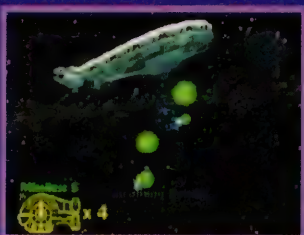


Level 3 - Asteroid Chase



The objective in this level is to destroy TIE-Fighters and TIE Bombers while Leebo, your droid, plots an escape route through the asteroid field

You have a choice of two views here: outside the Outrider, or from inside the cockpit. We'd advise



that you use the external view, although this may be tricky to become accustomed to at first, as it gives you the best view of the action around you and you can spot those TIE-Bombers in plenty of time.

Concentrate on destroying the bombers immediately, as these will do the most damage to your ship but they are not a great threat, as the bombs move incredibly slowly anyway. Shoot the fighters from a distance, so you can aim your line of fire ahead of their flight path and you will almost certainly destroy



them. Also, you can count on at least 10-15 TIE-Fighters colliding with one of the many asteroids hurtling around, so you won't

have to destroy quite as many of them as you would think. Well at least that evens the odds out a bit!

General Tips

- Shoot any asteroids that come close to the Outrider. This is quite similar to the arcade classic *Asteroids*, in the way that the meteorites will break up into smaller and smaller pieces
- Destroy the red asteroids to gain challenge points
- Destroy bombs at all costs



Your objective here is to reach the junkyard by riding the hovertrain, where you will meet and fight the infamous bounty hunter, IG-88

In the first section you have to ride a constantly moving train, whilst avoiding overhanging obstructions. These have to be either ducked underneath or jumped over, depending on the height of the obstruction. There are a few challenge points and extra lives to be gained here, so look out for them floating above the obstructions. Also watch out for the flying droids taking pot shots at you. After you've passed through the first tunnel, you will have to switch trains. Do this by taking a running jump to the train when it is close enough. The energy barriers have to be shot, although if you don't, they won't kill you. Next a train will

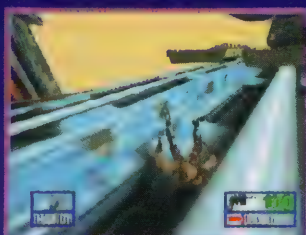
Level 3 - Ord Mantell Junkyard

pull alongside on the right – jump onto this, otherwise the train you are on will run out of track pretty quickly.

Keep jumping from carriage to carriage and you will find more challenge points and extra lives, floating in and on the boxcars. Also, a few guards are waiting to blast you off the train.

The penultimate hovertrain has a challenge point hidden on the right hand walkway. Collect this, move round to the other side and jump onto the last train. Hang on tight, because you're about to crash in on IG-88.

Your fight with IG-88 takes place in a junkyard, half of the room has a huge pile of junk in it, the other half has smelting ovens. You begin on the train in between both. He's quite a nimble



adversary, so keep your eyes peeled and keep a track of where IG-88 is at all times – otherwise he's likely to jump down on you from a great height and fry you.

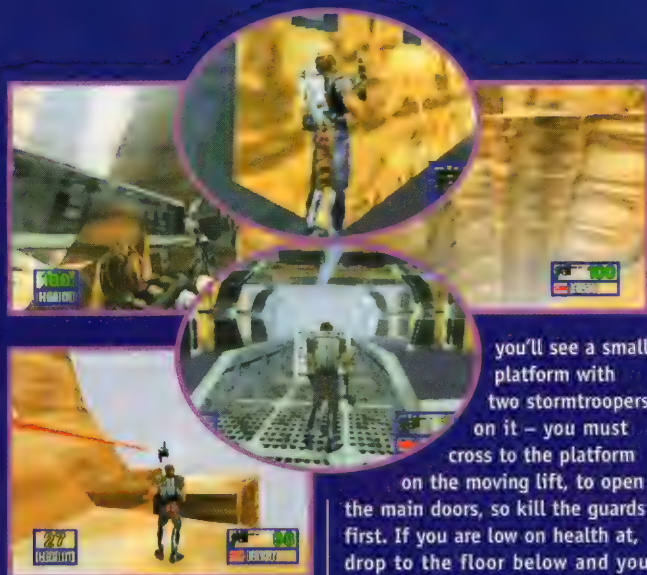
Before you go after him, you might want to try and pick up the three challenge points in this room. The first one is easy, it floats above the pile of junk – to reach it you will have to climb a narrow walkway. The other two are to be found in the smelting ovens. As you will probably be able to imagine, it's not so good for your health to spend too long in here, so once you've collected the point, look out for the small ledge inside and escape. You will lose health from this, but it can always be replenished by one of the many health power ups that's scattered around.



Once you've got these, turn your attention back to the bounty hunter. He will attack with two weapons – a standard laser and his pulse cannon. The latter will cut you to shreds in seconds, so if he uses this on you, get out of the way quickly! The best place to fight him is over by the ovens, where the footing is easier and you won't find yourself trapped up against a pile of junk.

Seekers are useless against him, so it's a case of hide and seek round the ovens, chipping away at his energy with your laser.

Level 5 - Gall Spaceport



Your mission: penetrate the Imperial base, discover Boba Fett is and defeat him in battle

Stage 1

You begin the level high up in the mountains and must work your way to the base. When you start you'll see a challenge point just hovering above your ship – climb the rock at the back of the ship then jump on top to reach it. Now head along the mountain path, watching out for probe droids. Go across the stone bridge and on up higher into the mountains, where you will find caves to explore, full of power ups. Oh yes, and one of them contains a brown Wampa! Now continue along the path to a precarious rocky outcrop. It is not necessary to go down here but it houses challenge points and power ups – walk through the tunnel and turn around, you'll see a staircase made out of the rock. This leads to the top.

Once you're back again on the mountain path, it's not far to the base. Take out the stormtroopers in the guard room and you're in. Inside are two gun emplacements deal with them, then take the lift to the next floor. There will be two stormtroopers waiting for you at the top, so be warned! Work your way on through the rooms, shooting guards when necessary, until you reach the observation platform. Head left and

you'll see a small platform with two stormtroopers on it – you must cross to the platform on the moving lift, to open the main doors, so kill the guards first. If you are low on health at, drop to the floor below and you will find plenty. Return to the observation platform via a lift round to the left. Once on the guards' platform, pull the switch to open the doors, then rush back over as quickly as possible, because these will close after a short time. Inside you must kill some guards and a droid, then carry on over to the tall cylindrical shaft. Carefully aim your gun up with the Z button and you'll see a challenge point floating above the highest bridge. To reach this, stand out on the spire nearest the challenge point and jump. If you aim your jump, towards the lower bridge you won't fall into the chasm. Now go up to the top of the base in the lift, then up the observation tower. Kill the guard and pull the switch. This will tell you where Boba Fett is and a door will open revealing the jet pack! Turn on the pack and boost straight up to the top of the tower to pick up more goodies. Now head down the valley, jet packing from one rock to another – and each time you land, your jetpack will recharge. A challenge point awaits the able, floating between the first and second pillars. After you land on the last

pillar you will see a door in the cliff, there is also a guard... Land on the platform, open the door and stage one is complete.

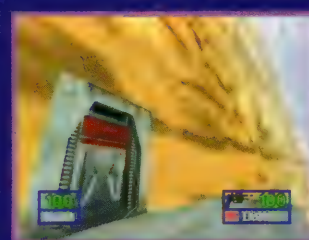
Stage 2

Go through the door and use the jet pack to fly up the broken lift shaft, this will lead you to a hangar bay. Collect the pulse cannon and pull the switch. A hover car will collect you and take you to the next hangar, where you will meet the sub-boss for this level, a Scout-Walker. Take him



out using the same method as in level two and a switch panel will then be revealed. These small switches open the four ventilator shafts up in the hangar wall. The shaft you need to open is the third from the left and the switch needed to do this is the one by the challenge point. The shaft leads to huge fans – you must time your jump to get through these. Use the jetpack to descend the vertical shafts (there is a challenge point in the first shaft). These ventilator shafts lead to a huge cavern full of droids, health and a challenge point. The exit is almost at the top of the cavern – make sure your jetpack is fully charged up before you attempt this jump.

Take out the waiting guards before you land. Get on the hover car and it will take you over to a landing bay, with guards on the floors either side of you. Take



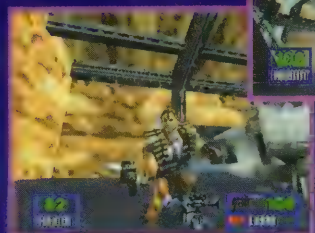
these out and fly up to the left hand switch, this opens the door opposite. Go through and the lift takes you to an almost identical room, except it has an Imperial shuttle. Examine this to find both a challenge point and seekers. Now take the lift to the launch pad where Boba Fett awaits.

His first attack is to launch a rocket at you, this is easy enough to avoid – turn on your jetpack and boost over it. All his other attacks are a combination of seekers, flamethrower and laser pistol. He will generally attack from above. All you have to do is stand your ground and aim up at him with the Z button and shoot. If you hit him in mid-air, he will be stunned and won't be able to fire back. Be careful – don't let him out of your sights, otherwise you could end up as toast. Don't waste seekers on him because they don't track him. If you're low on health then there are plenty of power ups scattered around on the platforms and even outside the arena, where a challenge point can also be found.

Okay, Boba Fett is defeated – that was easy right? Wrong! All you've done is make him mad. He's only gone and charged up all the weapons on Slave 1. How on earth can you defeat him now?

My advice is to remain on the ground and attack from behind where the ship is most vulnerable, hopefully if you've saved your pulse cannon for this fight, it should all be over pretty quickly – and that's another level complete!

▼ Mind your step on the observation platform... you don't know who (or what) is round the corner



▲ Avoid the rapid and accurate laser fire of the Scoutwalkers!





Level 6 - Mos Eisley and Beggar's Canyon

To succeed on this level it is not necessary to go as fast as possible, however appealing this might be. The trick here is to take all the bikers out one by one (they will even wait for you to catch up).

To do this, go alongside one and match his speed. Now lean towards his speeder so that you are touching, do this for a few seconds and he will crash into a wall and explode. Now do this for every member of the gang and you'll get a message from Leebo telling you to go to Kenobi's place, to pick up Luke. Ignore



this, and instead turn around and go back to Mos Eisley again to pick up challenge points and power ups.

Some of the challenge points can be a bit tricky to reach – however, use the conveniently



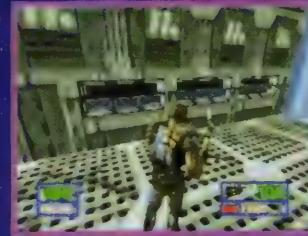
placed ramps and you should be able to reach them. There are twelve to find. Remember, this is not a race – take your time and this level is pretty easy to complete.



▲ Before you head off to Kenobi's, it's worth returning to Mos Eisley to pick up bonuses



▲ Blasting at droids whilst navigating the long, complex corridors is what this level is all about



Level 7 - Imperial Freighter Suprosa



Your objective on this level is to try and locate and capture the supercomputer. As you might imagine, there are plenty of friendly Stormtroopers who want to stop you from achieving this, so be ready for a real fight to the death

■ Stage 1

After going through the door, head left and you will pick up an easy challenge point. Now go back on yourself and head down through the observation deck to the crew's quarters. Here there are plenty of guards – one in every room – so be sure to kill them as you go, otherwise they jump you from behind. At the end there's a big gun emplacement guarding a challenge point. Take the lift to the control room and



collect the health by the switch and go through the alternating red doors. Stage one complete.

■ Stage 2

Take out the two robot guns before activating the middle switch – four more guns will attack you from either side as you go into the next room. Stay to one side of the room, to limit the damage while you are destroying them, then switch to the other side to finish the other two. You'll need to activate both switches to open the door at the end – there are droids and two more nasty gun emplacements waiting for you inside there. Now make your way on through the revolving doors

(both sets) to come right back on yourself. Collect the challenge point on the dividing wall and take the lift to the next floor.

Now you will find yourself in a room of rotating turbines. To get across these, you will need to duck and jump the overhanging arms, then transfer across to the second turbine and finally jump off at the ledge to exit. Note – there is a challenge point situated at the back of the first turbine, so simply jump off of the revolving floor at the right moment in order to reach this. If you fall off at any point, the lift will take you back to the start.

Next go on through the next room, shooting stormtroopers and collecting health, take the lift up and kill the droids in the corridor. Stage two complete.

■ Stage 3

The first room you'll encounter is the cargo bay. There are plenty of enemy droids in here to kill both floating around and also on the walkways above, and once this is achieved you can work out how

to get out of here. You'll find a set of rectangular switches at either end of the room – these correspond to the various cargo bay doors. You need to find the right combination in order to leave the room.

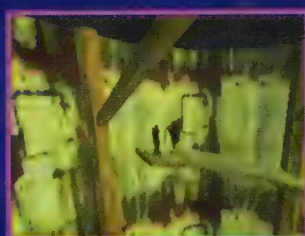
Push the second and third switches nearest the entrance, these will give you access to the first level walkway. Now activate the fifth and sixth switches on the panel at the other end of the room – this gives you access to the top level, where the exit is situated.

Before you leave, explore the three rooms at the top – they contain quite a few bad guys but also a challenge point. The exit is found past the doors, behind two crates. Blast them and head down to the landing bay, where you have to fight the end of level boss, a Loader droid.

The droid will try to attack you with his telescopic arms which give him quite a sizeable reach, so don't let him get too close or you'll be mincemeat in seconds. The trick to defeating him, is to turn and face him and then shoot at him persistently while you run backwards.

Once he is defeated collect the supercomputer and open the hangar bay doors, so Leebo can pick you up and whisk you away.

Level 8 - Sewers of the Imperial City



▲ Down in the sewers you must time your runs to get through the doors in one piece

descend. Once at the bottom, head down the sewers, shooting the guards as you go, and you'll come to a series of opening and closing doors in the floor. Fall through these and then continue



along the sewer until you come across a series of revolving devices. You have to time your run to get through unscathed.

Once through you will come into a large room where the sewer pipes converge. This room will contain two diagonas (the creature that attacked Luke down in the garbage

You must work your way through the sewers in order to find the entrance to Prince Xizor's palace

You begin the level on top of a spiral walkway – don't bother walking down, this will take too long, use your jet pack instead. Aim down as you fly and take out all the flying droids as you

▼ It's all looking suspiciously quiet and peaceful right now – you know it can't last!



room. Below the water are two switches which, when activated, give you access to a challenge point and an extra life. Leave this room via a square opening, about halfway up the wall – this leads up to a vertical shaft with gun emplacements. If you go up you will pick up another challenge point. To continue your mission, go back down and leave by the square opening half way up.

Descend the shaft that this leads to, to get a challenge point, then ascend to continue your mission. Kill the guards that wait at the top and go down the next shaft, killing the droids as you go. The opening with the gun emplacement on – and the one opposite – contain health and a pulse cannon, collect all these and go down the pipe at



▲ In between killing droids and wading through sewers, you'll also have to activate switches to open up new routes

the right – you will then have to proceed underwater to the water treatment room. Be careful as you come through the surface, as there is a large arm sweeping the water and this can do some serious damage. Kill the droid and guard that occupy this room and leave via the pipe in the wall. This will lead you to yet another cylindrical room. Here you have to activate the two switches on



the wall, to gain access to the force field deactivator. Below the water you will find a challenge point and disruptor ammo. Now take the exit at the top of the room and you'll enter a room with a rotating pipe moving around you. At the

end is the switch to leave this area but it can only be activated when the hole is in the right position.

There is a gun opposite, so take this out first, then shoot the switch to get to the force fields. Kill the guards that wait for you on the other side of the force fields. Now you'll have to activate two more switches in order to progress. These two are located through the two openings in the ceiling. Once this is done you can make your way past the rotating blades, to meet the end of level guardian – the imposing giant diagona.

The room will flood as soon as you enter and the diagona will attack you with tentacles. Ignore these and go straight for its eye. Destroying this will disable the creature and you'll be free to fly up through the hole in the ceiling and onto the next stage.



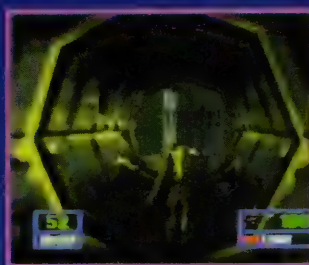
the bottom.

The room at the end holds the security key. Now you can open the sluice gate

in the main room. Don't bother to go back the way you came though, as an access point has now opened in the pipe you just came along.

Opening the sewage gate leads to a v-shaped room with another diagona in it. Kill it and go to

This exit will lead you to a tall cylindrical



▼ Traverse the sewers with care – use your jet pack when necessary. This will auto activate if you go into the water – very handy!

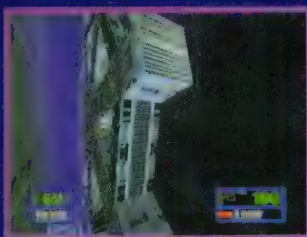


▲ What lies behind the door in Xizor's evil lair of doom!



▲ The forces of the vile Empire have invented a few spectacular horrors in their time...

Level 9 - Xizor's Palace

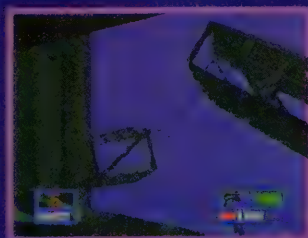


The objective on this level is to penetrate evil Prince Xizor's palace and place pulse bombs on three service panels. When they have detonated the palace will be destroyed. Before this happens you'll have to first escape and then face the gladiator droid

■ Stage 1

When the level begins, head left through the archways, killing the guards as you go. You will find a staircase on the far wall – climb it and go through the circular door. You will enter a room with a balcony round the walls. Here you'll have a few droids and wall-mounted guns to deal with, but these should not cause you too much trouble.

After collecting the disruptor weapon, you will need to activate the switch to leave. It's behind the central pillar on the first balcony and once it's turned on, you will have to rush to the door before it closes. Any delay and you'll have to do it all again. Follow the stairs round and through the door at the top and you'll enter a room that has a high, arched



ceiling. Kill the droids in here and leave by the door on the right – this gives you access to a lift. Follow the corridor round and shoot all the guards as they jump out at you, then activate the switch at the end. This will lower a drawbridge so you can progress (you can watch it through the window).

Cross over and you'll eventually come to a lift, this leads on to another switch which activates another drawbridge. Now double back on yourself and go down to



the bridge. The side corridor has now become accessible. Below the drawbridge you can get 40 health points, if you need them. Stage one is complete.

■ Stage 2

Take the lift and activate the switch, this will open two doors. Go back into the lift shaft and use your jet pack to reach the top one. In here is a challenge point and also some ammo for the disruptor. Now fly back down and continue through the door

◀ Exploring Prince Xizor's palace is a hazardous business – stay on your toes!



in the side of the shaft. It will take you down a small service corridor, guarded by two wall-mounted guns. Take these out and drop through the opening at the end, you will find yourself in a passageway with three gear wheels and enemy droids. Jump through the gaps as the gears turn and drop down the gap by the second gear. Your reward will be a challenge point – and full health, now use your jet pack to get back up.

Go down the winding service shaft and enter another passage with huge gears in it. There's a challenge point at the bottom of the shaft if you drop down. Make your way through the wheels to an air shaft at the end – this will lead to the room where you have to plant charges. The first



coupling is visible as you enter the room, the other two are below and above it, around the other side of the column. Use your jet pack to get close enough and then press the 'R' button to set the explosive (just like activating a switch). The couplings will turn red once the charges are laid. If you drop down to the bottom, there is a challenge point to be had, it's hidden in an alcove up the shaft.

Once the bombs are set, leave this room by a door that's near where you came in and follow the passageway. Cross the narrow bridge after killing the bad guys (make sure that you collect the disruptor, health and challenge



▲ Crumbling floors and deadly lasers are just two of the perils that await you within the palace

point that lie at one end) and you will come face to face with the gladiator droid.

You will have to defeat the gladiator three times. The first is the easiest; just keep a good distance from him and shoot at him with the laser (save your bigger weapons until later). His torso will come back to life after his percentage reaches zero and the floor will fall away, to reveal a maze. You'll be able to collect power ups down here, so keep on moving and use the walls of the maze as a shield against the gladiator's laser. It's time to use



the disruptor on him. Wait for him to approach, then strafe out from behind the walls, fire a couple of shots and then strafe back, avoiding his reply. Don't use all of your disruptors though, as the worst is yet to come – as when you defeat the body, the head remains.

It's time to play cat and mouse again. Use the same technique as before and hit him with everything you've got (left). Try to hit the gladiator directly, as this will do the most damage – however, the shots that explode against the wall will also hurt him.

Level 10 - Skyhook Battle



Xizor has escaped from the palace and is heading off for the Skyhook, his awesome space station. You must follow him there and destroy the Skyhook

■ Stage 1

Leebo, your droid, will pilot the ship while you man the guns and try to hold off Xizor's fighters until you reach the main battle. This section is almost identical to Level three and it involves targeting both the fighters and bombers as they attack your ship. They won't cause you too much stress if you take out the



bombs in time and you can also pick up extra lives for every 20 enemy ships you destroy.

■ Stage 2

Once you've reached Skyhook, the control of the Outrider returns to you. You have to take out the turrets at the end of each arm, then you can fly to the reactor core. All of the turrets must be destroyed in one run, otherwise their shields will charge back up

▲ Homing in on the Skyhook to destroy Xizor



Once you take over control of the Outrider from your faithful sidekick droid, Leebo, it's up to you to destroy the Skyhook. In order to accomplish this, it's essential to target its central reactor - sounds familiar? First though, you must use all the flying skill acquired in Level three to blast the Skyhook's arms away in one unbroken run

to 100% once you've broken off the attack. After the four turrets are destroyed, you have to fly down each of the arms in turn and attack the reactor. Use missiles - it will take one hit of a missile to destroy each side of the reactor. When you have done this, flame will jet out of the end of the arm. Do this successfully for each arm and the Skyhook will be completely destroyed.



Cheats

- Collect all the challenge points on the Easy setting then, during the game, hold down the camera button for five seconds and you will get the Leebo Scanner
- Collect all the challenge points on the Medium setting then, during the Skyhook Battle stage, hold down the camera button for five seconds and you can fly as an X-WING. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold

down the button for another five seconds after that, you'll go back to the standard Outrider craft again

- Collect all challenge points on Hard setting and in the game you will get invincibility for 30 seconds and start with all the weapons
- Collect all challenge points on Jedi setting and the Wampas in the "Escape from Echo Base" stage will follow you and attack your enemies - a good bunch of friends to have!

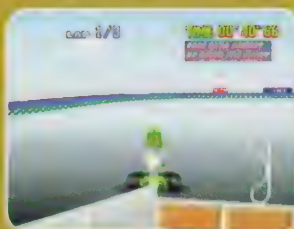
End Game

- To view the credits in *Shadows of the Empire* without actually beating the game, enter your name as "Credits". Proceed as if it were a normal game, by selecting a level, and you will be shown the credits screen

Mario

In the last issue of 64 GAME BUSTER we presented you with a complete guide to Mario Kart 64 – in part two we give you, in response to public demand, all the best shortcuts in your favourite kart racing game,

Luigi Raceway



The only shortcut is extremely difficult to pull off every time, but it can save off the hour track course of any lap. As you enter the tunnel a grey wall will rise from the wall then jump a brick wall. Use a shield item and speed through the brick wall – you must position your kart about an inch from the left of the wall – and as soon as you reach the wall press jump. The kart will get stuck on the wall. Koopas taking will pick you up and place you almost in the finish line.

Koopa Beach



The only shortcut is very difficult to pull off every time, but it can save off the hour track course of any lap. As you enter the tunnel a grey wall will rise from the wall then jump a brick wall. Use a shield item and speed through the brick wall – you must position your kart about an inch from the left of the wall – and as soon as you reach the wall press jump. The kart will get stuck on the wall. Koopas taking will pick you up and place you almost in the finish line.

Kalinari Desert



Follow the track as normal until you reach the second section of railway line, then as soon as you've passed it take a slight turn and head back left. You will travel over the sand, cutting off a large corner. To get an even faster lap, use a turbo slide right into the turn.



Kart

presented in an easy to follow series of pictures. If you know of anymore shortcuts in the game, then don't hesitate to write in and tell us here at 64 GAME BUSTER - you never know, you may win a prize!

Toad's Turnpike



Look at the road just down the hill for a moment. When you reach the point of the corner, turn right and jump into the corner. If successful, your kart should get caught in the bumper and launch into the air. With this trick, you drive your kart down the grassy slope and the kart lands on the asphalt and when you hit the bumper again, instead of losing it, you turn the trick part. You must time your jump perfectly so that you don't lose your the bumper. If done correctly, you will find a blue and black wall around you and drive through the first to win you much faster along the track.

Choco Mountain

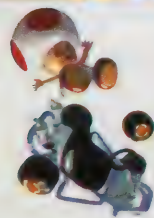


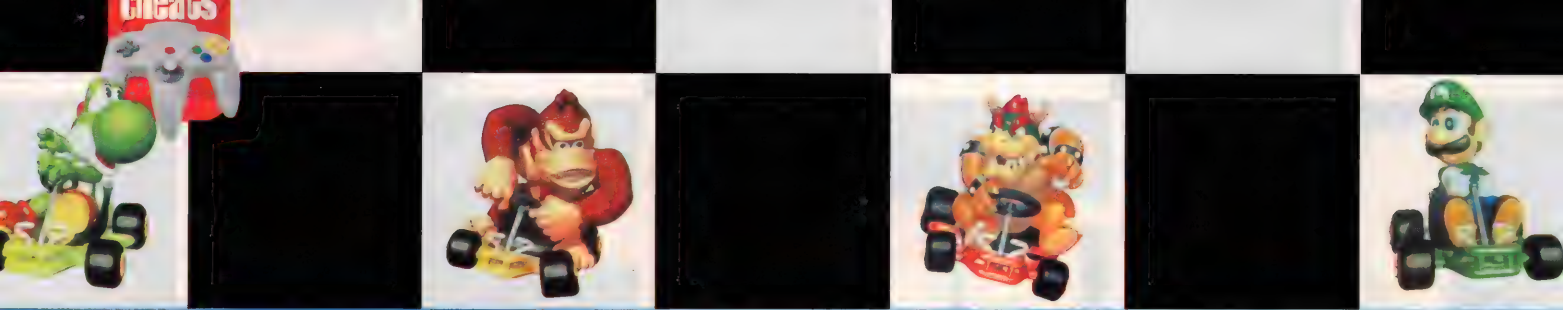
Travel all the way around the track until you jump over the big hump, which is located just before you reach the corner with the falling boulders. Up above, to your left, there is a barrier shielding another part of the track - turn to face this section and use a mushroom. As soon as you hit the wall press the jump button and you will land on the other side of the barrier. This cuts out that awkward corner of the track where the boulders drop.

Frappe Snowland



The first is a small bridge over a river. To the right of the river is a small area of snow. As the kart is on the snow, turn around and go back to the wooden bridge. Now turn around once more and go back towards the finish line. However, instead of using the track you must jump on the snow to the right and travel along until you pass the goal post. Now go deeper into the snow and Lakitu will eventually pick you up, then place you right in front of the finishing line. The most important thing to remember about this shortcut is not to touch any of the track once you leave the bridge.





Mario Raceway



This is probably the most famous course of all, and there are two different strategies. Jump around the first low portion until you come to a position on the right, which is about slightly above the rim. You must now turn hard right and use a speed boost, then as you reach the highest point of the track, jump and you will sail over the wall. Which of the two strategies you take is determined by which side of the central wall you jump to - going to the right hand side of the wall will achieve the best results.

Wario Stadium



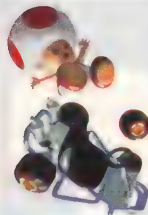
As soon as you start the race, head towards the left of the track around, jump at the very peak of the mound and you will land on the other side, sitting out almost half of the track. There is a small, more difficult part to this cheat, which involves jumping over the wall at half speed. Line yourself up with the finish line and then straight towards the wall - if you jump at the last minute you will go back over. Make sure that you land behind the finish line though, as you will end up during the middle lap again.

Royal Raceway



When three quarters of the way around the track you climb a long ramp with two turbo boosts. When you reach the top of this ramp, jump hard left and you will sail over the water and crash on the track at the other side. Lakitu will pick you up from out of the water and place you a few yards from the finishing line.





Jungle Parkway



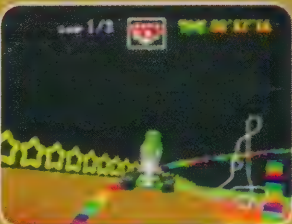
Near the beginning of this level you will notice a ramp that circles around. Instead of wasting time following this ramp, use one of your valuable mushrooms to jump the fence located on the grass and you will land almost at the top of the ramp.

Yoshi Valley

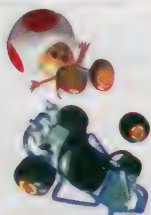


It's up to you to find the shortest way through the maze on this level, however there is a cheat that lets you cut out the hairpin corner altogether. If you glance at the map you will notice that the tracks come very close together on this particular corner – you can jump over this section even without the aid of a speed boost. As you land, be sure to turn hard left to make sure you don't come to a nasty end by falling off the cliff.

Rainbow Road



At the very start of this level there is a huge drop that makes you feel like you're floating when you fall down it. If you turn sharply left, then jump just as you feel your kart beginning to fall, you will travel to a lower part of the track. When you land be sure to slam on your brakes, or else you're likely to bounce straight off the track again. The only benefit of this cheat is that it makes the most boring track in the game a fair bit shorter.





The Cheat Zone



Aerofighters Assault

Change Colours

On the plane select screen press the R button to change the colour scheme of your plane

Extra Pilot and F-15

On the title screen (where it says "press start") press Left C, Down C, Right C, Up C, Left C, Right C, Down C to access a secret plane

Bomberman 64

Extra battle arenas

Go to the game selection screen and quickly press the Start button repeatedly. Do this until you hear a chime. You will now have access to these extra levels: In the Gutter, Sea Sick, Blizzard Battle and Lost at Sea

Clayfighter 63 1/3

Hidden Characters

Play as Dr. Kilm

At the character selection screen, hold L and press R, Left C, Up C, Right C, Down C, A on the Control Pad

Play as Sumo Santa

At the character select screen, hold L and press A, Down C, Right C, Up C, Left C, B on the Control Pad

Play as Boogerman

At the character select screen, hold L and press Up, Right, Down, Left, Right, Left on the Control Pad

Secret Options Menu

At the character select screen, hold L and press Up C, Right C, Left C, Down C, B, A, to enable a secret menu in the options screen

Stage Select

In the two-player mode, when the versus screen comes up, press Right C or Left C to change the stage

Random Select

Hold down the L and R buttons simultaneously at the character selection screen and a random Clayfighter will be chosen for you

Different Colour

In order to choose your Clayfighter's alternative colour, just press Bottom C (instead of the A button) to select your character

If tips and cheats are what you want, that's what we'll provide! Here it is, the most exhaustive cheats listing you'll find anywhere in the known universe - you love it!

Cruis'n USA

Some cheats to add that much needed breath of new life into the rather ordinary racer. They don't help out that much, but if you did buy it, these might cheer you up a bit!

Access to the Other Courses

By doing this cheat you'll have access to three of the levels that you race on when you 'Cruise the USA' but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times, without having to cruise the whole of the USA first. The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas:
Golden Gate Park - Left C, Bottom C and L (on top of the controller)
Indiana - Top C, Right C and L (on top of the controller)
San Francisco - Right C, Bottom C and L (on top of the controller)

Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time.

If you hold down those buttons over the '63 Muscle Car (the leftmost car) then you can choose the Jeep

If you hold down those buttons over the La Bomba (second from the left) then you can choose the School Bus

If you hold them down over the Devastator VI (the grey car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing

Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times" screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything correctly, the lights on your police car will be flashing and your siren will be going off, or the lights on the school bus will be going off.

Nitro Boost

This code is activated in the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists", scroll to the bottom of the list, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again. Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Brake, Gas, Brake, Gas.
Please note: you can only use this once for every checkpoint passed.

Dark Rift

Play as Sonork

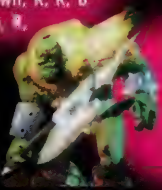
At the title screen hit: L, R, Top C, Bottom C, Left C, Right C

Play As Demitron and Sonork

At the title screen hit: A, B, R, L, Bottom C, Top C

See The Character Endings

Aaron: At the title screen hit: Up, Left C, R, Right, Down, R, R, Left C
 Demonica: At the title screen hit: Up, Left C, R, Right, Down, R, R, Top C
 Demitron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Bottom C
 Eve: At the title screen hit: Up, Left C, R, Right, Down, R, R, Right C
 Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B
 Nikki: At the title screen hit: Up, Left C, R, Right, Down, R, R, A
 Scarlet: At the title screen hit: Up, Left C, R, Right, Down, L, L, Left C
 Sonork: At the title screen hit: Up, Left C, R, Right, Down, L, L, Top C
 Zenmuron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Right C.



Doom 64

Demons getting you down? Monsters making you mad? Fear not! Here come the 64 GAME BUSTER team, armed with some top level codes and a secret super password

Skill Level - Be gentle!

Level 02: cdp8 9bj2 68zt svk?
 Level 03: cxm8 9bjy 681t jvk?
 Level 04: ddk8 9bjt683s 9vk?
 Level 05: dxh8 9bjp685s 1vk?
 Level 06: fdf8 9bjk687s svk?
 Level 07: fxc8 9bjf689s jvk?
 Level 08: gd78 9bc?69br ?bk?
 Level 09: gx88 9bc6 69dr 2bk?
 Level 10: hd68 9bc2 69gr tbk?
 Level 11: hx48 9bcy 69jr kbk?
 Level 12: jd28 9bct 69lq ?bk?
 Level 13: jx08 9bcp 69nq 2bk?
 Level 14: kdy8 9bck 69qq tbk?
 Level 15: kxw8 9bcf 69sq kbk?
 Level 16: lft8 9bb? 69vp ?vk?
 Level 17: lyr8 9bb669xp 2vk?
 Level 18: mfp8 9bb269zp tvk?
 Level 19: mym8 9bb691p kvk?
 Level 20: nfk8 9bbt693n ?vk?
 Level 21: nyh8 9bbp695n 2vk?
 Level 22: pff8 9bbk697n tvk?
 Level 23: pyc8 9bbf699n kvk?
 Level 24: qf?8 9bf?6?bm ?bk?
 Level 25: qy88 9bf66?dm 2bk?
 Level 26: rf68 9bf26?gm tbk?
 Level 27: ry48 9bfy 6?jm kbk?
 Level 28: sf28 9bft 6?ll ?bk?
 Level 29: sy08 9bfp 6?nl 2bk?
 Level 30: tfy8 9bfk 6?ql tbk?
 Level 31: tyw8 9bff 6?sl kbk?
 Level 32: vbt8 9bd? 6?vk 9vk?

Skill Level - Bring it on!

Level 02: cjp8 9bj1 68z? qvk?
 Level 03: c1mr 9bjx 681? gvk?
 Level 04: djkr 9bjs6839 7vk?
 Level 05: d1hr 9bjn6859 zvk?
 Level 06: fjfr 9bjj 6879 qvk?
 Level 07: f1cr 9bjd 6899 gvk?
 Level 08: gj?r 9bcr 69b8 8bk?
 Level 09: g18r 9bcs 69d8 0bk?
 Level 10: hj6r 9bcl 69g8 rbk?
 Level 11: h14r 9bcx 69j8 hbk?
 Level 12: jj2r 9bcs 69l7 8bk?
 Level 13: j10r 9bcl 69n7 0bk?
 Level 14: kjyr 9bcj 69q7 rbk?
 Level 15: k1wr 9bcd 69s7 hbk?
 Level 16: lkt8 9bb9 69v6 8vk?
 Level 17: l2rr 9bb5 69x60vk?
 Level 18: mkpr 9bb1 69z6rvk?
 Level 19: m2mr 9bbx6916 hvk?
 Level 20: nkkr 9bbs6935 8vk?
 Level 21: n2hr 9bbn 6955 0vk?
 Level 22: pkfr 9bbj 6975 rvk?
 Level 23: p2cr 9bbd 6995 hvk?
 Level 24: qk?r 9bf9 6?b4 8bk?
 Level 25: q28r 9bf5 6?d4 0bk?
 Level 26: rk6r 9bf1 6?g4 rbk?
 Level 27: r24r 9bfx 6?j4 hbk?
 Level 28: sk2r 9bfs 6?l3 8bk?
 Level 29: s20r 9bfm 6?n3 0bk?
 Level 30: tkyr 9bfj 6?q3 rbk?
 Level 31: t2wr 9bfd 6?s3 hbk?
 Level 32: vtgr 9bd9 6?v2 7vk?

Skill Level - I own Doom!

Level 02: cnn8 9bj0 680t nvk?
 Level 03: c5l8 9bjw 682t dvk?
 Level 04: dnj8 9bjr 684s 5vk?
 Level 05: d5g8 9bjm 686s xvk?
 Level 06: fnd8 9bjh 688s nvk?
 Level 07: f5b8 9bjc 68?s dvk?
 Level 08: gn98 9bc8 69cr 6bk?

Level 09: g578 9bc4 69fr ybk?
 Level 10: hn58 9bc0 69hr pbk?
 Level 11: h538 9bcw 69kr fbk?
 Level 12: jn18 9bcr 69mq 6bk?
 Level 13: j5z8 9bcm 69pq ybk?
 Level 14: knx8 9bch 69rq pbk?
 Level 15: k5v8 9bcc 69ta fbk?
 Level 16: lps8 9bb8 69wp 6vk?
 Level 17: l6q8 9bb4 69yp yvk?
 Level 18: mpn8 9bb0 69op pvk?
 Level 19: m6l8 9bbw 692p fvk?
 Level 20: npj8 9bbr 694n 6vk?
 Level 21: n6g8 9bbm 696n yvk?
 Level 22: ppd8 9bbh 698n pvk?
 Level 23: p6b8 9bbc 69?n fvk?
 Level 24: qp98 9bf8 6?m 6bk?
 Level 25: q678 9bf4 6?fm ybk?
 Level 26: rp58 9bf06?hm pbk?
 Level 27: r638 9bfw 6?m 6bk?
 Level 28: sp18 9bfr 6?ml 6bk?
 Level 29: s6z8 9bfm 6?pl ybk?
 Level 30: tpx8 9bfh 6?rl pbk?
 Level 31: tv68 9bfc 6?tl fbk?
 Level 32: vls8 9bd8 6?wk 5vk?

Skill Level - Watch me die!

Level 02: csnr 9bjz 680? lvk?
 Level 03: c9lr 9bjv682? bvk?
 Level 04: dsjr 9bjq6849 3vk?
 Level 05: d9gr 9bjl 6869 vvk?
 Level 06: fsdr 9bjg 6889 lvk?
 Level 07: f9br 9bjb 68?9 bvk?
 Level 08: gs9r 9bc769c8 4bk?
 Level 09: g97r 9bc3 69f8 wvk?
 Level 10: hs5r 9bcz 69h8 mbk?
 Level 11: h93r 9bcv 69k8 cbk?
 Level 12: js1r 9bcq 69m7 4bk?
 Level 13: j9zr 9bcl 69p7 wvk?
 Level 14: ksxr 9bcg 69r7 mbk?
 Level 15: k9vr 9bcb 69t7 cbk?
 Level 16: ltsr 9bb7 69w6 4vk?
 Level 17: l7qr 9bb3 69y6 vvk?
 Level 18: mtnr 9bbz 6906 mvk?
 Level 19: m?lr 9bbv 6926 cvk?
 Level 20: ntjr 9bbq 6945 4vk?
 Level 21: n?gr 9bbi 6965 vvk?
 Level 22: ptdr 9bbg 6985 mvk?
 Level 23: p?br 9bbb 69?s cvk?
 Level 24: qt9r 9bf7 6?c4 4bk?
 Level 25: q?7r 9bf3 6?f4 wvk?
 Level 26: rt5r 9bfz 6?h4 mbk?
 Level 27: r?3r 9bfv 6?k4 cbk?
 Level 28: st1r 9bfq 6?m3 4bk?
 Level 29: s?zr 9bfl 6?p3 wvk?
 Level 30: ttxr 9bfq 6?r3 mbk?
 Level 31: t?vr 9bfh 6?s3 cbk?
 Level 32: vqsr 9bd7 6?w2 3vk?

Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three pentagram items that enhance your laser gun, making it up to three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds.

W93M 7H20 BCYO PSVB

The pentagram items also let you use the three switches in the last level (letting you close all the gates that spawn the monsters) and make the laser shoot more quickly and strongly.

Credit goes out to Justin McWilliams for most of the Doom 64 stuff. Visit his Website at: <http://www.geocities.com/Paris/7499/index.html>

Diddy Kong Racing

The following cheats are entered at the 'Magic Codes' options. After you turn the game on, just go to Options, then to Magic Codes

Magic Codes:

BYEBEALLOONS - All the weapons are disabled for the computer
TOXICOFFENDER - All balloons are green
BODYARMOR - All balloons are yellow
OPPOSITESATTRACT - All balloons are rainbow
BOMBSAWAY - All balloons are red
VITAMINB - No limit to bananas
BOGUSBANANAS - Bananas reduce speed instead of increase speed
NOYELLOWSTUFF - Makes the bananas have no effect
BLABBERMOUTH - Random character noises are played instead of a horn
JOINTVENTURE - Two player adventure mode
ZAPTHEZIPPERS - All the zippers will disappear
FREEFORALL - Maximum power-up
FREEFRUIT - Start with ten bananas
JUKEBOX - Access the music menu
TIMETOLOSE - Ultimate computer AI
TEENYWEENIES - Small racers
DOUBLEVISION - Select same player
WHODIDTHIS - See game credits
OFFROAD - Makes karts 4x4s
ARNOLD - Large characters



Getting Drumtik:

In order to get Drumtik as a selectable character, you must first get all the amulet and TT pieces. Once you've done that and opened up the Wiz Pig face, you can get him. Here's how: go to the main outer world and look at the frogs that are hopping around the water. One will have little red rooster feathers on its head. Run over it, and Drumtik will appear, then you'll be put back in the centre of the field. Immediately go to quit game, then start a new game and you'll find Drumtik is between Diddy and Bumper

Duke Nukem 64 - US Version Only

Cheat Menu

On the Main Menu screen press Left, Left, L, L, Right, Right, Left, Left. After entering the cheat menu code above try entering this to get all items R, Right C, Right, L, Left C, Left, Right C, Right

To get invincibility, press the R button seven times then press Left on the D-Pad. To switch all monsters off, enter the code to bring up the cheat menu (see above for details) and press: L, Left C, Left, R, Right C, Right, Left, Left, Right. You will hear a noise if the code has been entered correctly and you will now be able to turn the monsters on and off



Extreme G

Extreme Speed

For the ultimate challenge, try the Extreme Mode. Simply enter 'xtreme' as your name at the name selection screen (Contest Mode) and it cranks up the speed even more. Combine with Fisheye for some insane action

Extremely Ghostly

Enter the word 'ghostly' at the name entry screen (Contest Mode) and all the track polygons will be transparent. You can now see right through the walls and even through the very ground you race on

Magnify Mode

Enter the word 'magnify' at the name entry screen and your view will be strangely distorted (magnified). Your bike is now at the very bottom of the screen and everything will seem huge

Race Upside Down

Enter the word 'antigrav' at the name entry screen (Contest Mode) and you will finally be able to race upside down without standing on your head...

Stealth Mode

Enter 'stealth' at the name entry screen (Contest Mode) and you will hear a confirmation sound. Now start a race and all drivers should be invisible, though you can still see their shadows and weapons

The Ultimate Bike: Neon

Finish the final circuit and you get Neon, the best bike in the game. All attributes are completely maxed out, including speed, shields and handling. You can also cheat your way onto it (see below)

Ugly Mode

Enter 'uglymode' at the name selection screen (Contest) and you can see what *Extreme G* would look like without mip-mapping and texture transparencies. Very PSX-ely...

Wireframe Mode

Want to know what a Colour Virtual Boy version of *Extreme G* would look like? Start a new contest and enter your name as 'wired'. This will eliminate all textures and only give you wireframes

Ride the Roach

Finish *Extreme G*'s Contest Mode on Meltdown and you receive *Roach*, an extremely high-performance racing machine. Use it to exterminate your enemies!

Fisheye Lens

If *Extreme G* is still not fast enough for you, how about an optical trick that makes the scenery fly by even faster? Go to the 'Contest' mode, enter your name (press R, then press R to switch to lower case) and enter the word 'fisheye'. You will hear a confirmation code to tell you that the trick worked. The screen will be distorted (like with a fisheye lens) giving an even greater feeling of speed

Race as a Boulder

Extreme G lets you transform your bike (and everyone else's) into a rolling boulder! Start a new contest and at the bike selection press R - this brings up the name entry mode. Press R again to switch to lower case, enter the word 'roller' (no caps) and you should hear a confirmation sound. Start the race and get ready for a different kind of Boulder Dash...

Quit and still win

Enter your name as 'RA50' at the name selection screen. If you quit out of a race the computer will still register you as a winner

Race as the Extreme G Team

Enter your name as 'XTEAM' at the name entry screen and then go back and change it to one of the first names of the game's programmers - you'll find these in the credits in the manual. Now start a race and you'll see the faces of the development team on top of the bikes

Shoot Fergus

Enter your name as 'FERGUS' then go to the game's shoot-'em-up mode. You will then get to shoot Fergus McGoven, director of Probe!

Ultimate Password

Enter 81GGD5 at the password screen to unlock both the hidden bikes and a special hidden track

Drive the Neon bike and open all courses

Go to the options menu and enter the password 61GGB5 to open all the tracks and ride the Neon bike

Weapons Cheat

To receive weapons whenever you want, enter your name as 'arsenal' in the name selection screen in the Contest Mode

Slippery Track

Enter your name as 'banana' at the name entry screen in Contest Mode

Unlimited Turbo Boosts

Enter your name as 'nitroid' on the name selection screen

F1 Pole Position

Extra Car

When you have become World Champion, reset your Nintendo and hold down both the A and B buttons when the Control Pak screen comes up. Now go to the car selection screen and you will have a special Ubi Soft car

Goldeneye 007

To access the built in cheat menu in *Goldeneye* you must activate the cheats by completing each of the levels within a specified time. You cannot enter any controller codes to activate them. See below for details:

Level	Cheat	Difficulty		Time
Level 1	Dam	Paintball Mode	Secret Agent	2:40
Level 2	Facility	Invincibility	00 Agent	2:05
Level 3	Runway	DK Mode	Agent	5:00
Level 4	Surface	2x Grenade Launcher	Secret Agent	3:30
Level 5	Bunker	2x Rocket Launcher	00 Agent	4:00
Level 6	Silo	Turbo Mode	Agent	3:00
Level 7	Frigate	No Radar (Multi)	Secret Agent	4:30
Level 8	Surface2	Tiny Bond	00 Agent	4:15
Level 9	Bunker2	2x Throwing Knives	Agent	1:30
Level 10	Statue	Fast Animation	Secret Agent	3:15
Level 11	Archives	Invisibility	00 Agent	1:20
Level 12	Streets	Enemy Rockets	Agent	1:45
Level 13	Depot	Slow Animation	Secret Agent	1:30
Level 14	Train	Silver PP7	00 Agent	5:25
Level 15	Jungle	2x Hunting Knives	Agent	3:45
Level 16	Control	Infinite Ammo	Secret Agent	12:00
Level 17	Caverns	2x RC-P90s	00 Agent	4:30
Level 18	Cradle	Gold PP7	Agent	2:15
Level 19	Aztec	2x Lasers	Secret Agent	5:00
Level 20	Egyptian	All Guns	00 Agent	6:00

There are also some weapon cheats that are activated by simply completing certain levels. For completing Janus Base and Antenna Cradle on Agent level you will be given the Magnum. Complete Aztec complex on Secret Agent level to gain access to the Moonraker Laser and finish the Egyptian Temple to get the Golden Gun.

To get the extra missions on the one player game, complete the game at Secret Agent for the Aztec level and finish the game on 00 Agent level to get the Egyptian level.

To access the hidden multiplayer characters just complete the game on Agent level. The characters include Mayday (from A View to a Kill), Oddjob (from Goldfinger), Jaws (The Spy Who Loved Me) and Baron Samedi (Live and Let Die). You will also be able to choose from any of the characters included in the game, including some extras such as the Moonraker Scientists.

Hexen 64

To access the cheat menu, pause the game and enter the following combination: Up C, Down C, Left C, Right C. The word 'Cheat' should now appear at the bottom of the menu. By selecting this you'll see a list of cheats, each of which requires a new combination to be quickly entered:

Invincibility	Walk Through Walls	Level Select
Left C, Right C, Down C	Up C (20 times), Down C	Left C, Left C, Right C, Right C, Down C, Up C

Kill All Enemies	Full Health
Down C, Up C, Left C, Left C	Left C, Up C, Down C, Down C

Entering the Collect sub-menu will give you another list of cheats, again all requiring their own combinations:

All Keys	Full Health
Down C, Up C, Left C, Right C	Up C, Right C, Down C, Up C

Full Health	Full Health
Right C, Up C, Down C, Down C	Up C, Left C (three times), Right C, Down C (twice)

J-league / ISS Soccer

Probably the best footie game ever has just got a little bit silly!

Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode – which is bleeding hard – or alternatively simply enter the following code at the title screen:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

Big Head Players

To increase the size of your players' heads, a la NBA Jam, just enter the following code at the title screen: Up C, Up C, Down C, Down C, Left C, Right C, Left C, Right C, B, A and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft!

Killer Instinct Gold

Get all the bonus options – without having to have your scrawny butt kicked every time first!

Access All Options

To be able to access all of the game's level options without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on the top left of the controller.) The announcer will say 'Perfect' if you did it correctly.

See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly.

Play as Gargos!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you've done it right.

Play on the Sky Stage

To access the Sky Stage, both players must press Down + MK when they select their character. All subsequent battles will then continue to be on this stage until you decide to select a different battle arena.

Madden 64 Hidden Team

To get the secret team enter the code TIBURON in Season Mode, Front Office Create Player Name. Select Continue and SAVE, then back up (B) twice. Next select Exhibition Mode and you will be able to pick a large team.

Ending Sequence

Hold L, R and Z as soon as the EA logo appears. If done correctly the end sequence will then appear immediately.

Mario Kart 64

A couple of cheats to spice up your copy of Mario Kart 64 – not that you could really improve on this fella!

Race Against Course Ghosts

Mario Kart 64 has three perfect time trial boards. Secretly programmed into the game are some 'course ghosts' that represent the development team's best time trial runs for those boards. The ghosts will follow the path that corresponds with their time.

First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

Luigi Raceway – under 1'52"00

Mario Raceway – under 1'30"00

Royal Raceway – under 2'40"00

All of the course ghosts are automatically saved to your cartridge.

Boost Trick

Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done

correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on screen, you'll notice your speed go up for a few seconds.

Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option – extra. Wham, bam – you can now race on mirrored tracks!

Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead!

NFL Quarterback Club '98

You must enter these cheats on the cheat menu (obviously) and you can only enter and use one cheat at a time.

GLYTHMD

Makes the players huge. Strangely enough, this code also makes the commentator's voice become deeper!

RNLDWZNGR

Will make your running backs rock hard. They will run more slowly but will also be almost impossible to bring down.

SMLMDGT

Shrink mode! Makes all of the players tiny and will make the commentator's voice higher.

BBMNTBL

This code stretches your players.

JPNSMWR

This does the opposite of the above cheat, creating fat, squashed players.

WLTPYTN

Turns all of your running backs into Walter Payton. Apparently he was a bit good!

DWNDRV

Gives you an unlimited number of downs.

MCHJNSN

Makes all of your players as fast as Michael Johnson.

GTNHNS

Gives your players butterfingers. The result: more fumbles!

SPRSLYD

Makes the playing field rather slippery.

STYCKYHNS

Improves your players' catching skills.

BRDWYNMTH

Gives you an excellent quarterback.

CRLWYS

Enables your team to jump as far as Carl Lewis.

BGBFYFF

Makes players stronger and faster.





NBA Hangtime

Show off to all your mates with all the cheats you'll ever need for the N64's version of the classic basketball game, *NBA Jam*

Player Clones

Fancy having two Dennis Rodmans on one team (and double the crazy colour hairdos)? By using this code, you can now achieve your goal by cloning your player.

To access a clone, just enter their last name - see list below - and '0000' for the PIN number. For example - enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of all of the duplicate players available:

Ahrdwy	(Penny Hardaway)
Cliff	(Cliff Robinson)
David	(David Robinson)
Dream	(Hakeem Olajuwon)
Elliot	(Sean Elliot)
Ewing	(Patrick Ewing)
Glenn	(Glenn Robinson)
Ghill	(Grant Hill)
Hgrant	(Horace Grant)
Johnson	(Larry Johnson)
Kemp	(Shawn Kemp)
Kidd	(Jason Kidd)
Malone	(Karl Malone)
Miller	(Reggie Miller)
Motumb	(Dikembe Mutumbo)
Mourning	(Alonzo Mourning)
Mursan	(Gheorghe Muresan)
Pippen	(Scottie Pippen)
Rodman	(Dennis Rodman)
Rice	(Glen Rice)
Smits	(Rik Smits)
Stackh	(Jerry Stackhouse)
Starks	(John Starks)
Webb	(Spud Webb)
Webber	(Chris Webber)

Hidden Players

As with *NBA Jam*, in this game you can access a huge amount of secret

player characters, some of which are just a tad bizarre to say the least! The name that you should enter are in capitals. The PIN number you need to enter follows the brackets.

AMRICH (Dan Amrich) 2020
BARDO (Bardo) 6000
CARLOS (Carlos Pesina) 1010
DANIEL (Dan Thompson) 0604
DANR (Dan Roan) 0000
DIVITA (Sal Divita) 0201
EDDIE (Eddie Ferrier) 6213
EUGENE (Geer) 6767
JAMIE (Jamie Rivett) 1000
JAPPLE (Japple) 6660
JC (John Carlton) 0000
JFER (Jennifer Hedrick) 0503
JONHEY (Jon Hey) 6000
KOMBAT (Ed Boon) 0004
MARTY (Martinez) 1010
MEDNIK (Mednik) 6000
MINIFE (Minife) 6000
MORRIS (Air Morris) 6000
MORTAL (John Tobias) 0004
MUNDAY (Larry Munday) 5432
MXV (Vinikour) 1014
NICK (Nick Ehrlich) 7000
NFUNK (Neil Funk) 0101
PATF (Pat Fitzgerald) 2000
PERRY (Matthew Perry) 3500
QUIN (Kevin Quinn) 0330
ROOT (John Root) 6000
SHAWN (Shawn Liptak) 0123
SNO (Sheridan Oursler) 0103
TURMEL (Mark Turnell) 0322

Access Secret Play Modes

The following codes are entered at the 'Tonight's Matchup' screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. Basically, it's much like the *Kombat* codes in *MK Trilogy*.
025 - Baby Sized Players
048 - No Music
111 - Tournament Mode
120 - Fast Passing
273 - Stealth Turbo
390 - No Pushing

461 - Unlimited Turbo
552 - Hyper Speed
610 - No Codes Allowed
616 - Block Power
709 - Quick Hands
802 - Maximum Power
937 - Goal Tending

Further Secret Codes

To enter all of the following codes, just enter the sequences below whenever the screen switches from team select over to the 'Tonight's Matchup' screen.

The cheat box should flash if you have entered them correctly.

Big Heads

Hold Up, press Turbo and Pass at same time

Huge Heads

Up, Up, Pass, Turbo

Shot Percentage On

Rotate D-Pad clockwise, starting with Up

No Tag Arrow

Left, Left, Pass, Turbo

No Drift

Down, Down, Shoot, Turbo

No CPU Assistance

Hold Right (on the D-Pad) and press Pass, Pass

Rooftop Jam

Hold Left and then press Turbo three times

All-American Basketball

Hold Right (on stick) and press shoot, turbo, pass

Random Team Select

To have your team selected for you (you lazy people!) press Up and

Turbo at the team select screen and the hard choice will be made.

Change Rodman's Hair Colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the big man's hair to different crazy colours.

Pilotwings 64

An excellent flying sim, with some excellent cheats and of course, an excellent cheat section!

Find the Birdman Stars

To play as the birdman, fly through one of the special stars that's located on the following levels:

Holiday Island

Found under the natural arch on the beach

Crescent Island

Found in a hidden cove on the beach

Little States Island

In Central Park in New York

Arctic Island

Deep inside the cave, down at the base of the waterfall

We suggest that you use the Jet-Pac to find these areas

Get a Perfect 100 on Jumble Hopper

Jump between the building you start on and the building in front. You should notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. As you leave the building you will be teleported to near to the end of the level. You can get a top score of 100 every time.

San Francisco Rush

Attempt to Resurrect in Place

On the setup screen hold Z and press Left C, Right C, Right C, Left C

Auto Abort Diable

On the setup screen press Up C, Up C, Up C, Up C (quickly)

Change Rear Tyre Size

On the car select screen press Right C, Left C, Left C, Right C (enter again to vary tyre size)

Change Front Tyre Size

On the car select screen press Left C, Right C, Right C, Left C (keep entering to vary the tyre size)

Change Gravity

On the set-up screen hold Z and press Up, Down then let go of Z and press Up, Down, Up, Down (you can change back to normal by reentering the code)

Change Viewing Distance

Hold L and press up or down on the control stick while playing the game

Diable Car Collisions

On the setup screen press Left, Right+ Right C, Up C, Left C, Down C, Z

Foggy Night

On the options screen during gameplay select 'extreme fog' with all C buttons held down

Fog Colour

On the car select screen hold Z and press Down C, Down C, Down C

No Game Driver

On the setup screen hold Z and press Down C, Up C, Up C, Down C

Turn Car into Mine

On car select screen press Right C, Right C, Z, Down C, Up C, Z, Left C, Left C

Turn off Track Textures

On the setup screen press Right C+L, Z, Right C+L, Z

Change Car Size

On the car select screen press Down C, Up C, Up C, Down C (quickly)

Drive Cab

Get half the keys on any course to unlock the cab. There are six to eight keys on each track and the car they unlock is exclusive to that track

Drive Hot Rod

Getting all the keys on any course will unlock the hot rod

Turn Cones into Mines

On set-up screen press L, R, L, R, L, R (quickly)

Upside-down Tracks

On set-up screen press Up, Right, Down, Left, Down Right, Up, Left

Shadows of the Empire

Maybe it's worth collecting all those pesky challenge points in this awful Star Wars cash in after all!

Challenge Points

Collect all the challenge points on the Easy setting – during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll go back to the Outrider

Collect all the challenge points on the Hard setting and in the game you will get invincibility for 30 seconds and start with all weapons

Collect all challenge points on Jedi setting and the Wampas from the "Escape from Echo Base" stage will follow you and attack your enemies for you – that way at least he's on your side!





Super Mario 64

Some bizarre secrets, all contained in the best platform game ever!

Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to top up by the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off – don't go and pick it up!

Take Mario past the grey star spot, the small pop-up snowman, and towards the two pine trees. The second tree of the two is a teleport, so use it. Now step back and teleport again – do this at least three times.

Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up **one hat** and Mario will put it on his head, whilst the other hats will still stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him!

He can now kill baddies with them, plus he won't put it back on until you either teleport with him, get a star, or leave the level – time for fun!

Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in. Now using controller two's analogue control stick you can move the camera in many different ways during the sequence with the Princess and during the recap of all the levels seen.

Carry the Rabbit to Other Areas

Find a door which you can easily go in and out of. After going on through the door, quickly execute a jump kick, back at the door. Usually you'll go through the door completely, without opening it. However, if you time it right, half of Mario will be on one side and his other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick **the rabbit** back up and set him down on the other side of the door. Go **through the door** – you can carry the rabbit to some other parts of the **castle**. This serves no real point at all though...

Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one-up mushrooms – which is always handy!



Tetrisphere

To enter these cheats you must first activate the extra 'characters' on the screen where you enter your name. To do this

hold the left shoulder button, whilst holding down the right and down 'C' buttons. Now enter the following names to activate the cheats:

Extra music

G (alien's head) MEB0Y

Secret Game

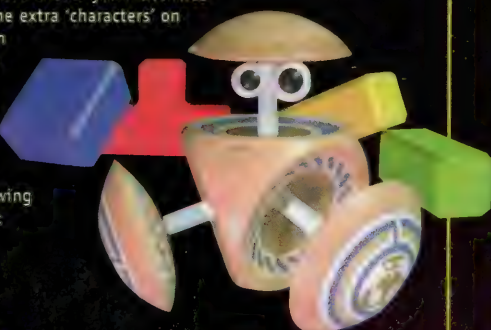
LINES

Level Select

Enter the bottom five characters from left to right – Saturn, Spaceship, Rocket, Skull and Heart

Vortex

Type in VORTEX then hold down the shoulder buttons and press RESET on your N64. Keep the RESET button held down in order to see the 'Vortex'. Wow!



Top Gear Rally

Remove Bi-linear Filtering

While playing the game press B, Left, Right, Up, Left, Z, Right

Rainbow Mode

While playing the game press Down C, Z, B, Up, Right

Beachball Car

Finish the fourth year and you will receive the Beachball Car

Mirror Cars

Finish the fifth year and a new 'Easter egg' will allow you to change your car texture to mirror. Simply press the Down C button on the car selection screen to access it

Turok: Dinosaur Hunter

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking.

Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

Enter all of these codes at the special cheats screen

DLKTOR - Pen and Ink Mode

(black and white wireframes)

SNFFRR - Disco Mode (strobe lights and disco dancing enemies)

FRTHSTHTTRL5CK -

Infinite Lives

THBST - Gallery

(view, scale and rotate all 3D enemies)

FDTHMGS - Show Credits

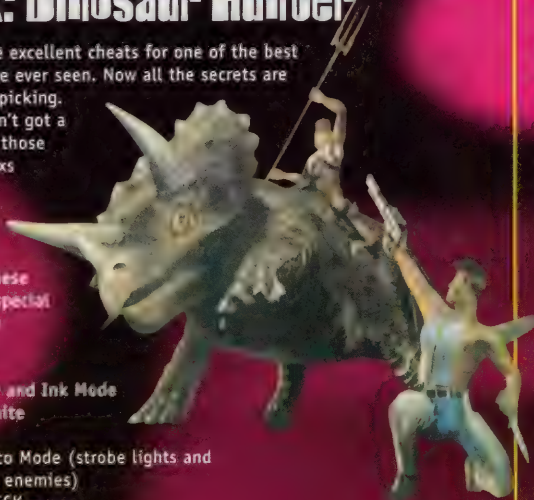
THSSLKSL - Spirit Mode

(gives invincibility and slow moving enemies)

CMGTSMGGTS - All Weapons

BLLTSRRFRND - Unlimited Ammo for weapons

After you have entered one of the above cheats, you will now be able to access a new option called "Cheat Menu". Enter this option and you can now select whether to turn each cheat ON/OFF



Wave Race 64

Have you ever fancied riding on the back of a dolphin...? Well here's your chance to do just that and some other great cheats too!

Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that a new, fourth option called Reverse will appear underneath Expert.

You will now be able to race backwards on the tracks.

Massive Scores

To rack up huge amounts of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of points, racking up massive scores for easy tricks.

Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player one's default colour.

Now, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

New Stunts - Double Flip Stunt

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so that he does another turn. If you have done it correctly he will land perfectly and ride on without falling off.

Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are going on the ramp, turn sharply diagonal left-up or right-up, then hold down to do a sideways flip.

Helicopter into a Flip Stunt

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

Triple Flip

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp, start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns as they will slow you down or stop you completely.

Dolphin Racer!

To be like that horrible kid in Flipper, follow these directions:

Select the Stunt Mode and play in Dolphin Park. From there you need to go through all the rings and do all the stunts (see the list below) which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

Dolphin Tricks

Handstand

(off throttle - press down and up)

Spin, ie. "backwards ride"

(off throttle - move the stick clockwise)

Stand

(off throttle - move stick counter-clockwise) + Somersault (hold down)

Roll left

(off ramp - tap right and hold left)

Roll right

(off ramp - tap left and hold right)

Flip

(off ramp - hold up then quickly press down)

Dive

(off ramp - hold down then quickly press up)

Now exit and select Championship Mode and then Warm Up. When selecting a character, hold down on the analog stick and when you start you'll be riding a dolphin!

Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!" If you can time this correctly and hit the gas just right, you'll gain a perfect start as well as a valuable speed boost.





DATEL CODES

Ever wanted to get more out of your games or just feel the need to cheat to get all of those hidden secrets? If the answer is yes, then the Datel Action Replay Cartridge could be for you. As a new section to our Cheat Zone, we present a full listing of Datel Codes for UK games.

What Is A Datel Cartridge?

Quite simply this is a device that slots between your game cartridge and the N64. It enables you to enter the codes printed below and thus access these cheats. The Datel Action Replay Cartridge can be purchased from most good computer game stores for around £45.

UK Codes

BOMBERMAN 64

1	Infinite Lives	802AC617 0063
2	Stop Timer	802AC633 0000
3	Infinite Credits	802AC61B 0063
4	Press PAR Button For 99 Gems	882AC61F 0063

EXTREME G

1	Infinite Turbos	801651CB 0003
		801651CF 0003
2	Have 255 Race Points	80169837 00FF
3	Have Roach Bike	8016983F 0008
4	Have Neon Bike	8016983F 0009
5	Anti-Grav + Fish Eye Lens	80097687 000A
6	Anti-Gravity Mode	80097687 0008
7	Boulder Mode	80097687 0001
8	Boulder Mode + Fish Eye Lens	80097687 0003
9	Boulder Mode + Wireframe Mode	80097687 0011
10	Extreme Mode	80095F6E 0002
11	Fish Eye Lens	80097687 0002
12	Ghost Mode	80097687 0040
13	Magnify Mode	80097687 0004
14	Stealth Mode	80097687 0020

FIFA 64

1	No Of Goals Player 1	80119043 00XX
2	No Of Goals Player 2	80119047 00XX

GOLDENEYE 007

DAM		
1	Infinite Health	810BA3DC 3F80
2	Infinite Ammo	800BA897 0007

FACILITY		
3	Infinite Health	8109D7DC 3F80
4	Infinite Ammo	8009DF97 0007

RUNWAY, SURFACE a & DEPOT

5	Infinite Health	810C07DC 3F80
6	Infinite Ammo	800C0F97 0007

BUNKER a, b & SILO		
7	Infinite Health	8109AFDC 3F80
8	Infinite Ammo	8009B797 0007

FRIGATE		
9	Infinite Health	810ADBDC 3F80
10	Infinite Ammo	800AE397 0007

SURFACE b		
11	Infinite Health	810CCFDC 3F80
12	Infinite Ammo	800CD797 0007

STATUE		
13	Infinite Health	810AC7DC 3F80
14	Infinite Ammo	800ACF97 0007

ARCHIVES, CAVERNS & CRADLE		
15	Infinite Health	810CCC3C 3F80
16	Infinite Ammo	800B4797 0007

STREETS		
17	Infinite Health	810BDFDC 3F80
18	Infinite Ammo	800BE797 0007

TRAIN, JUNGLE & CONTROL CENTER		
19	Infinite Health	810A77DC 3F80
20	Infinite Ammo	800A7F97 0007

HEXEN 64

1	Invincibility	8113F11C FFFF
2	Always Have Axe/Staff/Frost Shards	8013F147 00FF
3	Always Have Hammer/Firestorm/Arc of Death	8013F149 00FF

4	Always Have Quietus/Wraithverge/Bloodscourge	8013F148 00FF
5	Infinite Blue Mana	8013F14D 00CF
6	Infinite Green Mana	8013F14F 00CF
7	Have All Items And Artifacts (See Note below)	

8013F119 0020	8013F091 0001
8013F093 00FF	8013F095 0002
8013F097 00FF	8013F099 0003
8013F09B 00FF	8013F09D 0004
8013F09F 00FF	8013F0A1 0005
8013F0A3 00FF	8013F0A5 0006
8013F0A7 00FF	8013F0A9 0007
8013F0AB 00FF	8013F0AD 0008
8013F0AF 00FF	8013F0B1 0009
8013F0B3 00FF	8013F0B5 000A
8013F0B7 00FF	8013F0B9 000B
8013F0BB 00FF	8013F0BD 000C
8013F0BF 00FF	8013F0C1 000D
8013F0C3 00FF	8013F0C5 000E
8013F0C7 00FF	8013F0C9 000F
8013F0CB 00FF	8013F0CD 0010
8013F0CF 00FF	8013F0D1 0011
8013F0D3 00FF	8013F0D5 0012
8013F0D7 00FF	8013F0D9 0013
8013F0DB 00FF	8013F0DD 0014
8013F0DF 00FF	8013F0E1 0015
8013F0E3 00FF	8013F0E5 0016
8013F0E7 00FF	8013F0E9 0017
8013F0EB 00FF	8013F0ED 0018
8013F0EF 00FF	8013F0F1 0019
8013F0F3 00FF	8013F0F5 001B
8013F0F7 00FF	8013F0F9 001C
8013F0FB 00FF	8013F0FD 001D
8013F0FF 00FF	8013F101 001E
8013F103 00FF	8013F105 001F
8013F107 00FF	8013F109 0020
8013F10B 00FF	

Note: As you can see the list of codes for 'Have All Items/Artifacts' is quite long. I am a bit dubious about giving these codes out at the moment. This is because the GameShark at the moment will only activate 15 codes at a time (though a new patch is coming soon!) but as you can see, there are five times that amount of codes above. As you will know from Hexen, to select an Artifact you move along a scrolling bar until you reach the item you would like to use.

From the above codes you will see the first code is 8013F119 0020. This code opens the appropriate amount of slots in the activation bar. This particular code will open 32 slots (0x20 [HEX] = 32 [Decimal]). You can adjust the value of this code to how many items you have or you can just leave it at 0x20.

Looking at the next code which is, 8013F091 0001: 8013DAC1 corresponds to the slot in which the artifact will be placed (in this case it is slot 1 on the activation bar) and 0001 corresponds to which item is to be placed in the activation bar. There are 32 items in all.

MORTAL KOMBAT TRILOGY

1	Player 1 Unlimited Energy	801698AD 00A6
2	Player 2 Unlimited Energy	801698B1 00A6
3	Player 1 Aggressor Text to Energy Bar	80169941 0030
4	Player 2 Aggressor Text to Energy Bar	80169943 0030

LYLAT WARS

1	Infinite Lives	80163C09 0063
2	Infinite Bombs	80179F0B 0005

MRC

1	Infinite Time	8009498F 003C
2	Always First	800A9107 0000

PILOT WINGS 64

1	Unlimited Fuel Rocket Belt	803669A9 0081
2	Unlimited Fuel Gyrocopter	80366989 0081

SHADOWS OF THE EMPIRE

1	Unlimited Lives	800E2333 00FF
2	Unlimited Missiles	800E1265 00FF

SUPER MARIO 64

1	Press PAR button for 99 Coins	883094D9 0063
2	Unlimited Lives	803094DD 0064
3	Unlimited Energy/Breath	813094DE 00FF
4	Invisible Mario	803094E0 0020
5	Half Mario	803094E1 0000
6	Limbo Mario	8030961C 00C0
7	Mario Runs Backwards	8030961E 0080
8	Big Fist Mario	8030961B 0010
9	Unlimited Hat Usage	813094E6 FFFF
10	No Power Display	803094E3 0001
11	Mario Runs Bent Over	8030961C 0050
12	Strobe Mario	803094F0 007B
13	Rubber Walls	81309434 FFFF
14	Crazy Camera	81309263 0095
15	Flat Mario	803094E4 0078
16	Jumping Hurts You	803094EC 0078
17	Die Before You've Moved	803094E2 0078

TOP GEAR RALLY

1	Only Race 1 Lap Championship Mode	8031EBDB 0002
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TUROC - DINOSAUR HUNTER

1	Have All Keys	80128DE3 0007
		80128DE7 0007
		80128DEB 0007
		80128DEF 0007
		80128DF3 0007
		80128DF7 0007
		80128DFB 0007
2	Unlimited Arrows	80128D7F 00FF
3	Unlimited Chronoscepter Ammo	80128D93 00FF
4	Unlimited Mini Gun Ammo	80128D83 00FF
5	Unlimited Pistol/Rifle Ammo	80128D63 00FF
6	Unlimited Quad Rocket Ammo	80128D8B 00FF
7	Unlimited (Auto) Shotgun Ammo	80128D67 00FF
8	Unlimited Fusion Cannon Ammo	80128D8F 00FF
9	Unlimited Rifle/Allen/Particle Ammo	80128D6B 00FF
10	Activate Pistol	80128DA7 0001
11	Activate Shotgun	80128DAB 0001
12	Activate Automatic Shotgun	80128DAF 0001
13	Activate Assault Rifle	80128DB3 0001
14	Activate Pulse Rifle	80128DB7 0001
15	Activate Mini Gun	80128DBB 0001
16	Activate Grenade Launcher	80128DBF 0001
17	Activate Particle Accelerator	80128DC3 0001
18	Activate Quad Rocket Launcher	80128DC7 0001
19	Activate Alien Weapon	80128DCB 0001
20	Activate Fusion Cannon	80128DCF 0001
21	Activate Chronoscepter	80128DD3 0001
22	Activate Quake Mode	801195EE 0010
23	No Limits	801195EC 0008

WAVE RACE 64

1	Super Speed XX (00-FF)	801C0077 00XX
2	Misses Don't Count	801C007F 0000
3	Infinite Time Stunt Mode	801C020E 00FF

All codes are supplied by Datel Design and Development Limited. 64 GAME BUSTER takes no responsibility for the reliability of these codes.

Hot off the Press

Automobili Lamborghini

Hidden Bonus Cars

To get the hidden cars in *Automobili Lamborghini* (Ferrari Testarossa, Porsche 959, Dodge Viper and the Bugatti EB110) you must beat the game in Arcade Mode. Everytime you beat a series, you will be awarded a new set of cars. For even more cars, beat the Chapionship Mode on both Normal and Expert levels.

Reverse Tracks

To get the usual reverse tracks, beat the game in Championship mode at Novice and Expert levels.

MK Mythologies

To input these cheats, go to the password screen.

10 Urns of Vitality	NXCVSZ
1000 Lives	GTTBHR
View Credits	CRVDTS
Warp to Mission Two	THWMSB
Warp to Mission Three	CNSZDG
Warp to Mission Four	ZVRKDM
Warp to Mission Five	JYPPHD
Warp to Mission Six	RGTKCS
Warp to Mission Seven	QFTLWN
Warp to Mission Eight	XJKNZT

WCW vs nWo

Play as Diamond Dallas Page

Beat the game in League Challenge as a member of the WCW to gain access to this character

Play as Glacier

To access Glacier, beat IU in League Challenge mode.

Play as Joe Bruiser and Black Widow

When you have beaten the game in all the different modes, you will get a new menu called Whole World Wrestling. Beating this league at both Heavyweight and Cruiserweight will give you a new playable character:

WWW Super Heavy - Joe Bruiser
WWW Super Cruiser - Black Widow

Play as Macho Man Randy Savage

To access Macho Man Randy Savage, beat the nWo in League Challenge mode.

Play as Wrath

Choose a character from the DOA and fight a League Challenge. When you meet and defeat Wrath you will be able to select him as a character.

Wayne Gretzky's 3D Hockey '98

Old Teams

Go to the options screen and hold the L button while typing the following C-Button combination:
R, L, L, R, L, L, R, L, L

You will now have access to some 'new' old teams.

Debug Mode

Go to the options screen and press C-Down + R, C-Left + R or C-Up + R. You will see a window at the bottom of the screen which will allow you to modify a 16-bit register. These controls alter the bits:

C-Down + R: Changes head size
C-Left + R: Changes body size
C-Up + R: Changes height

Try these for size:

100000: Stocky Players
010000: Stocky Players, Big Heads
110000: Stocky Players, Small Heads
001000: Small Players, Small Announcer
000100: Large Players, Large Announcer
000010: Crunched Players, Small Announcer
000001: Elongated Players, Large Announcer
110110: Large Players, Small Heads, Large Announcer
010010: Crunched Players, Large Heads, Small Announcer
010101: Large Players, Large Heads, Large Announcer
010001: Elongated Players, Large Heads, Large Announcer

War Gods

Random Select

When selecting your God, hold start and press up - this will randomly select your character.

Free Play

On the title screen press Left-C, Left-C, R, A, B, Up-C, Right-C. This will give you infinite credits.

Cheat Menu

The cheat menu enables additional options, including the use of easy Fatalities. Just press A + B and the top and right C buttons simultaneously, after having beaten an opponent, and the Fatality will take place. (Take note that each player must be a certain distance away from the opponent to perform these correctly). To enable the cheat press the D pad right three times, then hit B twice and A twice (R, R, R, B, B, A, A).

Play as Exor

On the selection screen, press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down and choose any character to get Exor

Play as Grox

On the selection screen press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left and choose any character to get Grox.

Multi Racing Championship

Bonus Cars

Once all the courses have been beaten in Match Race, the first of two hidden cars appears. You must now race the new car if you want to earn the right to drive it! When you have beaten the first car, the second will challenge you. Defeat him to get access to his car.

Match Race

To open up Match Race mode, you must achieve a first place in all of the difficulty levels in the Championship mode.

Mirror Mode

When you have beaten both bonus cars in all three difficulty levels of Match Race, you will have access to the mirror courses.

Wayne Gretzky's 3D Hockey '97

Play the Super Teams

Before picking teams, go to Setup, then Options. Hold the L button down and push R, L, L, R, L, L, R, L, L. The teams, followed by a string of numbers, will now appear on screen. Now play the game and there will be an extra northeast division, with the following teams: Gretzky team (his choices), Team USA, Team Canada and Williams Entertainment team.

Trick: Unfortunately, you can't play a full season with the super teams but - and this is a big but - you can trade all of the super team players to a regular team and then go through a full season.

Trades

Upon starting the game, go to Setup, then Options. Hold L down and push D, D, U, U, D, D, R, D (on the C-pad) then go to the Records and access Team Stats. Now press the C button up ten times and a special Modify Teams menu will appear. Skip using the analogue joystick, then use the D- pad to choose two teams and press A. By pressing A, you can alternate the teams on the left and by pressing B, you can alternate the teams on the right. Once both names are highlighted, press A to trade. Press Start when you've finished.

Non-stop Fighting

This is cool if you just want to fight - you'll be fighting every second if you use this code! During a game, go to the Options menu and highlight fighting. Then hold L (left) and press these C buttons in this order: R, L, L, R, B, T, T, B, L, R, R, L, R, L. (R = right, L = left, B = bottom, T = top).

If you enter the code correctly, a string of zeroes will appear on the bottom of the screen.



64
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Three leaves and counting...



So that's it for another month. We hope you've enjoyed reading this issue of 64 GAME BUSTER as much as we've enjoyed putting it together - it's been a right laugh! As for next month, we'll be showing you round the dark and ever so scary world of *Quake*, taking you on a rollercoaster of a snowboard ride with *1080° Snowboarding* and adventuring around ancient Japan in *Mystical Ninja Starring Goemon*, the N64's first RPG! And, as you might expect from 64 GAME BUSTER, there will be much, much more...

And remember...if you're looking for a magazine that provides you with all the latest N64 news, previews and reviews, then you could do a lot worse than look out for our sister mag, *Total 64*. So until next time - see ya!

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